SKAVEN GUTTER RUNNERS AMBUSH AN EMPIRE ARMY

DWARFS DEFEND THEIR MOUNTAIN STRONGHOLD AGAINST A SKAVEN ATTACK

CONTENTS

WARHAMMER 40,000

NEW BLOOD ANGEL SPACE MARINES BOXED SETS

Following the launch of the new **Warhammer 40,000** this month we have the first releases in a brand new range of **Warhammer 40,000** boxed sets.

The **Blood Angels Devastators** boxed set features a complete battle squad of Space Marines. Four are armed with a variety of heavy weapons and the sergeant is equipped with a power fist. The miniatures were designed by Jes Goodwin with weapons by Norman Swales.

The **Predator** boxed set contains everything you need to create a highly mobile battle tank. The plastic kit comes complete with insignia transfers to apply army badges and company markings.

Another mighty piece of wargear is the Space Marine **Dreadnought**, designed by Jes Goodwin, complete with heavy armament and transfer sheets.

The last Blood Angels Space Marines boxed set released this month is the famous **Death Company**. These superb miniatures, also designed by Jes Goodwin, feature a marvelous Chaplain miniature as well as the **Death Company** Space Marines themselves. These can be armed with a variety of different weapons, including wargear from the plastic close combat sprue provided in the box. A sheet of **Death Company** transfers enable you to apply squad and army badges to your completed miniatures.

New rules and data sheets for both the **Dreadnought** and the **Predator** are printed elsewhere in this issue as well as 'Eavy Metal pages for all the boxed sets.

THIS MONTH'S WARHAMMER 40,000 RELEASES

Blood Angels Devastators (Boxed set of five miniatures)	£9.99
Blood Angels Dreadnought (Boxed Set)	£19.99
Blood Angels Death Company (Boxed set of ten miniatures)	£12.99
Blood Angels Predator (Boxed Set)	£9.99

MAN O'WAR

NEW NORSE KINGSHIP

The new Norse **Kingship**, designed by Norman Swales and Michael Perry, now completes the Norse Fleet from **Sea of Blood**.

You can also reinforce your **Plague Fleet** with new flying ships from the Chaos Power Tzeentch. These manifest themselves in the form of the magical **Bane Tower of Tzeentch** and the **Great Winged Terror**.

Look out for the **Man O' War** Shoreforts rules, and Islands and Sandbanks Modelling Workshop elsewhere in this issue.

THIS MONTH'S MAN O' WAR RELEASES

Norse Kingship	£4.99
Bane Tower	£4.99
Winged Terror	£4.99

WARHAMMER

HOBGOBLINS

The sneaky **Hobgoblins,** allies of the **Chaos Dwarfs,** have their ranks swelled by the release of the new **Hobgoblin Archers,** including the Command Section. Also available are new **Hobgoblin Warriors** with axes. Designed by Alan Perry, these miniatures are featured in an 'Eavy Metal page in this issue.

THIS MONTH'S WARHAMMER RELEASES

Hobgoblin Axemen	£3.99
Hobgoblin Archers	£3.99
Hobgoblin Command	£3.99

SPACE HULK

Space Hulk, the award winning computer game from Electronic Arts, is now available for the Commodore Amiga®. **Space Hulk** puts you in command of a squad of Terminator Marines, venturing into the depths of a Genestealer infested craft.

GAMES WORKSHOP
WARHAMMER DAYS

Throughout the autumn, Games Workshop Stores will be running special Warhammer Days. There'll be competitions, prizes, painting and modelling demonstrations, and loads of games of Warhammer 40,000, Space Marine, Warhammer and Man O' War for you to join in. Games Workshop's expert gamers, painters and modellers will all be there, so come along and join the fun.

AUTUMN WARHAMMER DAYS

30th Oct	6th Nov	13th Nov	20th Nov	27th Nov	4th Dec
Newcastle	Reading	Thurrock	Nottingham	Maidenhead	Metrocentre
		and	and	and	and
		Bolton	Bristol	Shrewsbury	Southampton

WARHAMMER 40,000

SPACE MARINE DREADNOUGHTS

By Andy Chambers

Dreadnoughts are huge fighting machines which stand two or three times the height of a man and weigh several tons. As they stride into battle, incoming fire spatters like rain off their thick ceramite hide, fiery death roars from the myriad of weapons mounted on their towering hulls and their great metal arms crush and smash through anything in their path. No serious assault can begin without a wave of Dreadnoughts to first drive a wedge through the enemy's defences.

The full rules for dreadnoughts can be found in the new Warhammer 40,000 rulebook.

Dreadnoughts are often mistaken for robots or very large armoured fighting suits. In fact they are similar in design to both and yet the same as neither. Dreadnoughts are quite unique because each one contains a single sentient creature whose nervous system is permanently interfaced with the electro-fibre bundles and magna-coils which form the

machine's 'muscles', enabling it to walk and balance with the ease of a living creature. It is a sentient creature that stares out through the machine's crystal lenses and which motivates the machine's metal limbs. Once a creature is interred inside Dreadnought armour it cannot leave its metal womb and still survive; it is destined for a life of endless battle until its walking tomb is destroyed.

The Space Marine Dreadnoughts are possibly the most ancient Dreadnought design, with some machines dating back tens of thousands of years to the Age of Strife. Dreadnoughts are complex machines, requiring special materials and skills to construct and all Space Marine Dreadnoughts are revered in themselves because the art of their construction is almost lost. The operator of each Space Marine Dreadnought is not an ordinary Space Marine, he is one of the Old Ones – a heroic Space Marine warrior mortally wounded in battle long ago and given the honour of continuing to serve the Emperor as a deathless, living Dreadnought. The Old One's body lies curled in a foetal position inside the Dreadnought's shell with his nervous system linked directly to the machine's systems. In this way the Old One is reborn into a body of metal which has become his sarcophagus.

The memories of some of the Old Ones may extend back tens of centuries to the founding of their Chapter and its earliest history. Thus they are revered by the other Space Marines not just as potent warriors but also as ageless forebears and as a living embodiment of battles fought long ago. The Dreadnoughts that still survive are carefully maintained and repaired when necessary. If a Space Marine Dreadnought is destroyed in action the Space Marines will fight with righteous anger to retrieve the shell so that they may lay its occupant to rest in the Chapter's mausoleum. The Dreadnought armour itself will be repaired and prepared for another dying Space Marine who will become an Old One to future generations.

BLOOD ANGELS SPACE MARINE DREADNOUGHT

The Space Marine Dreadnought is the living embodiment of a Chapter's fighting spirit and heroic history. Over the ages successive Space Marines will have fought out their last years entombed within the Dreadnought's massively armoured shell. The deeds and honours accorded to the Dreadnought are ritually sculpted onto the very armour itself by the Chapter's artificers and Tech-priests. Extremely venerable Dreadnoughts are littered with honours, badges and other markings alluding to great deeds done in ages past.

Whole sections of armour are often covered in carvings and devices to describe these ancient histories. The great banner raised proudly above the Dreadnought is an honour accorded to the Space Marine who is entombed within. When he eventually dies, a new banner is raised to mark the ascension of his successor.

UNIT MARKINGS

CHAPTER BADGE
In its basic form this is simply painted on the Dreadnought's armour plates but some Chapter badges are carved or sculpted by Artificers and Tech-priests.

ARMY BADGE
Applied at the beginning of a campaign or war the army badge is displayed on all Imperial uniforms and equipment.

COMPANY MARKING
Each Dreadnought is assigned a simple number for quick identification purposes. The example shown is number two Dreadnought of the second company (yellow drop symbol).

HONOUR BANNER

MULTI-MELTA

POWER FIST

DREADNOUGHT WEAPONS

A Space Marine Dreadnought is one of the most destructive devices ever operated by the Imperium. Its powerfully constructed frame is able to bear enormous stresses and acts as a sturdy platform from which to fire virtually any heavy weapon. A Dreadnought's weapon options generally combine blistering long range fire capability with terrifying close-combat potential. More specialist combinations are, however, quite common. The example here is a mighty close-combat variation particularly suited for close assaults.

SPECIAL RULES FOR SPACE MARINE DREADNOUGHTS

Like most Dreadnoughts, Space Marine Dreadnoughtst have variable configuration weapon mounts on their arms. This facilitates easy conversion of the Dreadnought to a number of different weapon fits according to different tactical situations. The weapons mounted on the Space Marine Dreadnought are superficially similar to heavy weapons carried by Space Marines or Space Marine Terminators. However, Dreadnought weapon systems are superior in a number of ways because of their sturdier construction, increased ammunition capacity and improved targeting systems. These improvements are partially subsumed into the Space Marine Dreadnought's ballistic skill and its ability to move and fire heavy weapons, but in addition to these the following special rules apply to Space Marine Dreadnought weapons.

Assault Cannon and Storm Bolter

The most frequent causes of jams for sustained fire weapons like assault cannon and storm bolters are faulty ammunition, overheating components or empty magazines. The Space Marine Dreadnought features a large ammo hopper holding many thousands of rounds of ammunition for its sustained fire weapons. This is combined with a liquid nitrogen cooling system and a flexible powered ammo feed which literally pushes rounds into the weapon and extracts any dud rounds before they can block the breach.

To represent these improvements a Space Marine Dreadnought firing an assault cannon or a storm bolter ignores the first jam rolled on the sustained fire dice each turn. This means that a storm bolter will never jam if it's mounted on a Dreadnought and an assault cannon will only jam if it rolls two or more jams together. However, if an assault cannon rolls three jams together it will still explode, automatically destroying the assault cannon itself but inflicting no further damage to the Dreadnought.

Missile Launcher

Though some older Space Marine Dreadnoughts carry a normal missile launche, most have been upgraded to carry a specialist salvo-firing launcher capable of launching up to three missiles simultaneously. Unfortunately, the launcher has a slightly temperamental guidance system which occasionally locks on to only some, or none, of the extra designated targets. However, the masters of the Space Marine Chapters generally consider the extra firepower supplied by the launcher a worthwhile trade off.

A Space Marine Dreadnought armed with a missile launcher can opt to either fire a normal shot or salvo fire. The decision to use salvo fire must be made before the to hit roll is made. If salvo fire is used roll a sustained fire dice, the number rolled is the number of missiles launched. Roll to hit for each missile separately, the missiles can be fired at different targets but the targets can't be more than 2" apart. The whole salvo must be either Frag or Krak missiles, not a mix of both. If a jam is rolled on the sustained fire dice no missiles are fired and the missile launcher is affected in exactly the same way as a sustained fire weapon. This means the missile launcher (but not the Dreadnought's other weapons) must miss its shot in the next shooting phase while it clears the 'jam' (or to be more accurate, the Dreadnought resets its guidance system).

Multi-Melta

A normal melta weapon fires a fairly tight stream of energy which strikes the target and instantly super heats it to a point where it vapourises explosively. The Space Marine Dreadnought mounts a multi-melta with a variable focus, allowing it to broaden the energy beam. This sacrifices range and power to burn a wider area more thoroughly. This is particularly useful when fighting at close quarters against large groups of troops.

A Space Marine Dreadnought armed with a multi-melta can opt to fire either narrow beam with the effects of a standard multi-melta, or it can be fired on a broad focus with the same effects as a heavy flamer.

Twin Lascannon

A common Space Marine Dreadnought weapon is a twin lascannon mount for destroying vehicles and fortifications at long range. The twin lascannon weapon system features a sophisticated scanning system which can separate and identify the different components of a target. This system allows the Dreadnought to adjust its aim with pinpoint accuracy to strike the desired component.

A Space Marine Dreadnought armed with a twin lascannon rolls to hit normally. If a hit is scored against a vehicle make a D6 roll for hit location as usual, the Space Marine player is then allowed to add +1 or deduct -1 from the hit location roll. So, for example, if the Dreadnought hit a Predator and rolled a 4 for the hit location it would normally hit the sponson. However, the Space Marine player could opt to add +1 to the location roll to make it a 5 (hitting the turret) or deduct -1 from the roll to make it a 3 (hitting the hull). Note, however, that it is not possible to hit a location which is behind cover by adjusting the hit location roll.

Power Fist

Power fists mounted on Space Marine Dreadnoughts incorporate extra power servos so that they can grip and then rotate to tear pieces off the target. This is most useful for ripping apart vehicles, inflicting catastrophic damage on the component attacked.

The special tear attack can only be used against other vehicles including Dreadnoughts. The Dreadnought can make one tear attack for every two hits it would have normally scored. For example, if the Dreadnought was in combat with an Ork Dreadnought and won the combat by two points, it could opt to score two normal hits or make one tear attack. If the Dreadnought was attacking a vehicle, it would normally score three hits, but it could choose to make one tear attack and score one normal hit instead.

To resolve a tear attack the Space Marine player nominates a single location on the target. The Dreadnought seizes that location and attempts to tear part of it away. Roll for penetration as normal. If the location chosen is penetrated the part is torn away, roll for damage with a +2 modifier on the damage chart.

SPACE MARINE PREDATOR

BLOOD ANGEL SPACE MARINES

 CHAPTER BADGE

 ARMY BADGE

 COMPANY INSIGNIA AND VEHICLE NUMBER

Predator Battle Tanks form the mainstay of a Space Marine company's support vehicles. Whole squadrons of these powerful tanks are carefully maintained by the company Artificers. In large battles these squadrons are often massed to form mighty armoured companies. However, they are usually deployed in smaller numbers with perhaps one or two Predators providing strong tactical support for each of the company's task forces.

BATTLE BANNERS

SPACE MARINE BLOOD ANGEL DEVASTATORS

WITH LASCANNON

WITH HEAVY PLASMA GUN

The Devastator Squads of the Blood Angels Chapter are distinguished from the Tactical Squads by their blue helmets. Otherwise they display standard Blood Angel insignia: bright red armour with predominantly black markings. The Sergeant and Veteran trooper have reversed shoulder pad schemes to denote rank—each can lead a five-man combat squad into battle.

The Sergeant's banner displays the squad number, in this case nine, and each Space Marine displays the squad badge on their right kneepad.

SERGEANT

WITH MISSILE LAUNCHER

WITH HEAVY BOLTER

2ND COMPANY BADGES

CHAPTER BADGES

SERGEANT'S BANNER

SERGEANT'S HONOUR BADGE

SQUAD BADGE

ARMY BADGES

A COMPLETE BLOOD ANGELS DEVASTATOR SQUAD

BLOOD ANGELS SPACE MARINE DEATH COMPANY

The Blood Angels Chapter of Space Marines suffers from a grievous flaw in their genetic makeup and the Death Company is its inevitable result. All Space Marines are created in part by the implantation of the mysterious geneseed. This shapes the Space Marine's development, preparing his body for organ transplants and the rigorous physical and psychological training required to make him a Space Marine.

However, the Blood Angels' geneseed is flawed and although the Chapter's warriors are as powerful as any other they each carry this flaw. On the eve of battle the afflicted Space Marine is driven to maddening rages and an unholy bloodlust washes over him. All Blood Angels recognise immediately that their time has come and so they seek absolution, preferring a heroic death in battle to an endless descent into drooling madness. Tormented by visions of their great Primarch Sanguinius they don suits of jet-black armour and daub great red crosses over it to symbolise his wounds. Icons of skulls and blood are carefully applied by the Chapter's Artificers as Chaplains chant their requiem.
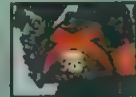
Each Space Marine in the Death Company chooses to fight with the weapons he is most familiar with. These are painted red and blessed by the accompanying Chaplain. The Chaplain's role is to lead and direct the maddened Death Company Space Marines to ensure that their final sacrifice is not in vain.

CHAPLAIN'S BANNER

SHOULDER PAD DETAIL

A few examples of the many ways the Death Company decorate their armour in preparation for their final battle.
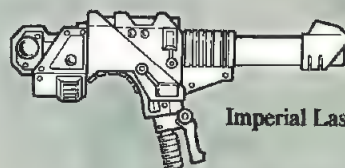
SPACE MARINE DEVASTATORS

The Space Marine Devastators box contains five new Space Marine models designed by sculptors Jes Goodwin and Norman Swales. Four Space Marines carry awesome heavy weapons: two have Heavy Bolters, ideal for laying down a withering curtain of fire; one is armed with a Lascannon, the ultimate tank buster of the 41st Millennium and the fourth has a Missile Launcher, a long ranged weapon which can fire either armour penetrating shells or explosives. The fifth Space Marine is a sergeant armed with a deadly power fist – an energised gauntlet that can tear apart armour and crush enemies in hand-to-hand combat.
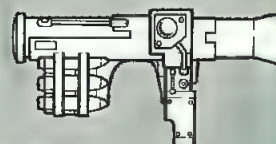
These Space Marines with heavy weapons make an excellent addition to a Devastator Squad or Tactical Space Marine Squad from any Space Marine Chapter. We've chosen to paint our Space Marines as the heavy-weapon element from an Ultramarines Devastator Squad.

All five of the Space Marines are supplied with separate metal weapons and plastic arms and shoulder pads, allowing you to assemble them in a variety of combinations and poses.

Imperial Lascannon

Missile Launcher

Heavy Bolter

CITADEL MINIATURES

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SPACE MARINE DREADNOUGHT

VEHICLE DATA

M	WS	BS	S	I	A	LD
6	6	6	7	5	3	10

CREW:
ONE SPACE MARINE

RAM VALUE:
STRENGTH 7
D10 DAMAGE
-4 SAVE

WEAPONS:
Power Fist with built-in **Storm bolter**, with a 90° field of fire to the front and a **Multi-Melta** with a 90° field of fire to the front. — **195 Pts**

or

Assault Cannon with a 90° field of fire to the front and a **Missile Launcher** with a 90° field of fire to the front. — **205 Pts**

or

Twin Lascannon with a 90° field of fire to the front and a **Missile Launcher** with a 90° field of fire to the front. — **215 Pts**

The Dreadnought may be fitted with a set of **auto-launchers** carring frag or blind grenades at an additional cost of **+5 points.**

WEAPON DATA

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Pen.	Notes
Storm Bolter	0-12	12-24	-	+1	4	1	-1	D6+4	Sustained fire 1D
Power Fist	Close	Combat	Only	+	8	1	-5	D6+D20+8	
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Frag Missile	0-20	20-72	-	+	4	1	-1	D6+3	2" Blast Marker
Krak Missile	0-20	20-72	-	-	8	D10	-6	D6+D10+8	
Assault Cannon	0-12	12-32	-	+1	8	D10	-3	D6+D10+8	Sustained fire 3D
Multi Melta	0-12	12-24	-	+1	8	2D12	-4	D6+2D12+8	2" Blast Marker

POINTS COST: Varies with armament

DAMAGE TABLES

D6	Location	Armour Front	Armour Side/Rear
1	Legs	20	18
2	Left Arm	19	17
3	Right Arm	19	17
4-6	Body	21	19

Leg Damage Table

D6

1 The inch thick armour plates on the Dreadnought's leg hold, but the force of the blow slows it down. The Dreadnought may not move in its next turn.

2 The Dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.

3-4 The leg is seriously damaged. The Dreadnought may now only limp D3" per turn.

5-6 The leg is blown off and the Dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.
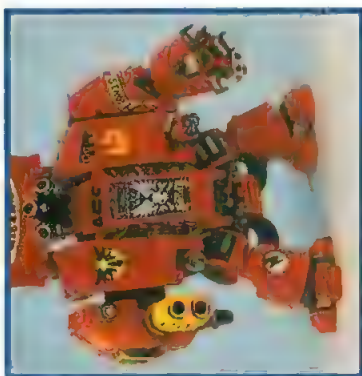
Arm Damage Table

D6

1 The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the Dreadnought's Attacks characteristic by one point.

2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.

3-5 The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed, and the Dreadnought's Attacks characteristic is reduced by one point.

6 The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the Dreadnought's body, bypassing all armour, and causing a secondary explosion. Roll on the Body Damage Table to find out what effect this second explosion has.

Body Damage Table

D6

1 The Dreadnought's controls go crazy making the Dreadnought difficult to control. The Dreadnought may only move or attack if you first roll a 4+ on a D6.

2 The Space Marine controlling the Dreadnought is badly wounded. All of the Dreadnought's characteristics are halved for the rest of the game.

3-4 The Dreadnought's engine bursts into flames and the machine is immobilised. The pilot may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

5 The Space Marine controlling the Dreadnought is slain. The Dreadnought staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground.

6 The Dreadnought's ammunition explodes. The Dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

WARHAMMER 40,000

DARK ANGEL SPACE MARINES®
TACTICAL SQUAD

Miniatures supplied unpainted. Banners not included

The Dark Angels Chapter of the Imperial Space Marines are one of the Chapters of the first founding. Utterly loyal to the Emperor and their battle brothers, the Dark Angels are among the finest warriors in the Imperium. For almost 10,000 years they have stood, grim and resolute, against all the enemies of mankind.

The Dark Angels Tactical Squad box contains ten Space Marines in Mark 7 power armour. These metal miniatures come with separate plastic arms, backpacks and bolters, allowing you to assemble your models in an almost endless variety of poses. Two of the miniatures are equipped with a Lascannon and a Plasma gun and the box also contains a Dark Angels transfer sheet with all the basic markings you need, to apply chapter, squad and army badges to your models

CITADEL MINIATURES

GAMES WORKSHOP

DARK ANGEL TACTICAL SQUAD

INCLUDES DARK ANGELS TRANSFER SET

To assemble your data card. first photocopy or cut out the card from this page and fold it in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your card a little more hard wearing, its a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

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SPACE MARINE PREDATOR

VEHICLE DATA

CREW:
1 SPACE MARINE DRIVER
3 SPACE MARINE GUNNERS

RAM VALUE:
STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:
SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"
TYPE: TRACKED

WEAPONS:
Two lascannon, one in each side mount, and one autocannon mounted in the turret. Each lascannon has a targeter and an 180° field of fire to their side of the vehicle. The autocannon is fitted with a targeter and has a 360° field of fire. The Predator may be fitted with a set of auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Armour Pene.	Special
	Short	Long	Short	Long					
Autocannon	0-20	20-72			8	D6	-3	2D6+8	Sustained Fire 1D
Lascannon	0-20	20-60			9	2D6	-6	3D6+9	
Auto-launcher	6	-	-	-	Grenade Type				
Frag Grenade	-	-			3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-			-	-	-	-	2" Blast Marker

POINTS COST: 180 points

DAMAGE TABLES

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-3	Hull	20	18
4	Sponson*	17	15
5-6	Turret	22	22

* Hit the one nearest to the attacker

Track Damage Table
D6

1 The track is damaged but keeps running. The Predator may only move at slow speed for the rest of the game.

2-5 The track is blown off. The Predator moves out of control next turn and then comes to a permanent halt for the rest of the battle.

6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table
D6

1-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.

4 The Predator's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.

5 A spark ignites the Predator's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

6 The Predator's ammunition explodes. The Predator is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

Sponson Damage Table
D6

1 The lascannon mounted in the sponson is damaged and may only be fired if you first roll a 4 or more on a D6.

2-5 The sponson is destroyed. The lascannon mounted in it may not fire for the rest of the game.

6 The sponson is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.

Turret Damage Table
D6

1 The autocannon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a D6.

2 The turret is jammed and may no longer rotate. The autocannon may only fire in a straight line at targets that are directly in front of it.

3 The turret gunner is killed. Unless his postion is taken over by another crew member the autocannon may no longer be fired.

4-6 The ammunition stored in the turret explodes and the Predator is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 Strength 9 hits with a -6 saving throw modifier.

GAMES WORKSHOP®

A WORLD OF FANTASY GAMING

The first thing you notice when entering a Games Workshop store is how different it is from nearly every other shop. Here you'll find not only everything you need for the gaming hobby, but much more besides. With friendly approachable staff and a vast range of Citadel and Marauder miniatures, you'll find everything you need to build up an army for Warhammer 40,000, Space Marine, Warhammer or Man O' War.

Whether you're a newcomer to the hobby or an experienced gamer, you'll find the staff at your local Games Workshop helpful and informative.

Our staff are all experienced gamers and will be more than happy to show you how to play our games, which models are best for your army and how to how to paint them. They'll also know about all of the latest miniature releases and what's up and coming for your favourite games.

SPACE MARINE

Above: Enthusiasts enjoying a game of Space Marine.

Left: A display of new releases including the new boxed Warhammer 40,000 and the latest issues of White Dwarf.

Below: The gaming tables at the Peterborough store.

Top: Each month Citadel Miniatures and Marauder Miniatures release exciting new models. Your local Games Workshop stocks the full range of these miniatures and the staff will be glad to help you select the ones you need for your army.

Below right: One of our friendly Games Workshop staff gives some advice on miniature painting. Each Games Workshop has an area for you to paint your own models and expert staff to give hints and tips.

Below: If you've never played a Games Workshop game, but think it might be fun, just pop along to your local Games Workshop and join in. Each store runs regular introductory games of Warhammer, Space Marine, Warhammer 40,000 and Man O' War. Please phone first to see what's being played each day.

Also, every Thursday night is Games Night, when our stores stay open until 8.00pm. Anyone can come along to play their favourite game so why not join us this Thursday?

GAMES WORKSHOP
RETAIL OPPORTUNITIES

Games Workshop is dedicated to producing the finest games and miniatures in the world. We are currently seeking to recruit more bright, energetic and enthusiastic young people to join us in our existing and new Games Workshop Stores. We are a young and rapidly expanding company where there are plenty of opportunities for career advancement for the right people.

RETAIL MANAGERS

Games Workshop is planning to expand rapidly in 1994 and so we need to employ energetic Retail Managers for our growing chain of stores.

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Salary will be commensurate with experience and the company offers a number of generous staff benefits.

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Meadowhall	**Thurrock**
Metrocentre	**Aberdeen**

Key-time staff work a fixed number of hours each week in our stores including evenings and weekends. As well as being a keen gamer with a sound knowledge of Warhammer 40,000, Space Marine and Warhammer, our ideal applicant would be working, or in full-time education at college or university.

Closing date for applications is 1st December 1993.

HOW TO APPLY

Apply in writing on a Games Workshop Application form stating which job you are interested in. Application forms are available from Bob or Matt at Retail Head Office (tel: 0773 769731), or from the Manager of your local Games Workshop Store.

Send your completed Application form to:

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Chewton Street
Hilltop
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Nottingham NG16 3HY

WARHAMMER

ONE YEAR ON
By Rick Priestley

It's just over a year since we launched Warhammer – the Game of Fantasy Battles – and it's been a busy time for us at the Games Workshop Studio. There have been new models to design and books and supplements to produce, whilst also getting the new edition of Warhammer 40,000 ready for publication.

During the last twelve months we've received lots of mail about Warhammer, and we've continued to play our own armies against new opponents. Naturally, we've learned a great deal about how the armies shape up against each other and most of us have developed a few new tricks, as various tactics have been tried and counter-tactics developed.

Occasional rule interpretations have had to be made of course, and we've tried to pass on the benefit of our constantly expanding experience to those of you who have written with your own rules queries and ideas.

All in all, now seems a good time to take a look at what we've already done for Warhammer and what we have planned for the next twelve months. No less than-five supplements have already appeared: Battle Magic, and army books for The Empire, High Elves, Orcs and Goblins, and Dwarfs. Two further supplements are being worked on, the Skaven book and the Undead book. In addition, we are collating a supplementary series of cards for Battle Magic – of which more later. If everything goes to schedule the Skaven book should be ready soon after you read this. Andy Chambers has done the development work on this book, and it follows the

Skaven and Undead armies clash deep in the World's Edge Mountains.

same format as the existing books, with background, new rules, war machines, special characters, army list and so on. Jes Goodwin has designed some superb new Skaven character models, and Colin Dixon has produced some excellent new rank and file troops. One of the most spectacular pieces is the Skaven Doomwheel, a monstrous rat-powered war machine that generates lethal lightning bolts as it moves over the battlefield.

THE UNDEAD

A massive range of models has already been built-up for the Undead army. The entire range has been designed by Gary Morley, and includes new zombies, skeletons, wraiths, ghouls, wights, and character models. The most unusual model in the entire range is probably that of Nagash the Liche Lord, the greatest manifestation of arcane evil ever to prowl the Old World and no less than 80mm tall to the tip of his crown!

Although work on the Undead book is still at the developmental stage, one of the things we're already committed to is expanding the Dark Magic deck into separate Dark Magic and Necromantic Magic decks. So far the Necromantic deck includes several spells which confer extra movement and actions along the lines of *Vanhel's Danse Macabre*, effectively dividing that spell into low and high powered versions. We've also been varying the effects of Undead characters by introducing levels for Vampires and Liches. Overall, the Undead are proving immensely powerful, but playtesting is revealing a few unexpected weaknesses so there's still hope for the rest of us!

With the release of the new Warhammer 40,000 we'll be diverting some effort towards producing new models and

Codex books for that range. However, we'll also be pressing ahead with the Warhammer Armies series and accompanying fantasy model ranges. After the Undead we'll be turning our attentions back towards Chaos and then the Dark Elves. We're often asked whether there will be a full length Chaos Dwarf book, and this is certainly one option, although for the future.

A more certain proposal is to produce a supplementary set for Battle Magic. This would incorporate all the new spells and magic items from the various Armies Books and White Dwarf articles, but it would also include new magic items as well. If we follow through the current plan to split the existing Dark Magic deck then it seems only sensible to make the cards available in a proper card format rather than leaving it up to players to make them up from photocopies. The only thing that's stopped us printing the new spells as cards already is that we haven't got enough spells and items to fill the standard size card sheet, but once the Undead spells are finalised we'll be able to go ahead.

We're often asked if new models will be designed for some of the characters described in the Warhammer Armies books. The intention was to describe more characters than we'd ever be able to make, and then pick and choose from amongst them. However, it's always possible to go back and make a model from a book which has been out for a while, and this is certainly something we'll do now and again. A Skarsnik model has been designed for the Night Goblins, for example, and there will certainly be a Morglum Necksnapper riding a ferocious war boar.

Enough time has now elapsed for us to be able to identify some of the gaming pitfalls that Warhammer poses for unwary gamers. We've also worked out a number of interesting tactical ruses and received some valuable insights from fellow gamers. Elsewhere in this issue of White Dwarf you'll find a special article that takes a close look at the role of flying creatures and large monsters in Warhammer. This was written as a direct result of questions and comments we received from Warhammer gamers worldwide, and in future White Dwarfs we'll be explaining more of these ideas, and taking the opportunity to examine other aspects of the game in some detail.
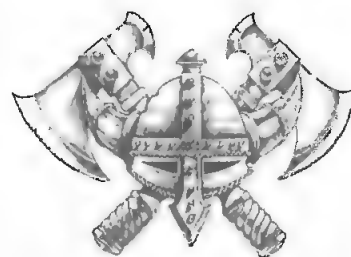
Obviously when we receive a lot of questions about a particular rule we'll try to clarify things a bit too. Remember, we depend on feedback from fellow gamers, so please write in if you've a particular topic you'd like discussed. Please remember, we are happy to answer rule queries if you send us a stamped self-addressed envelope. Leave space on your letter for us to write in a reply underneath your questions, as we will return your letter complete with our comments. This saves us a lot of time and enables us to provide an answer reasonably quickly. It helps a great deal if answers are framed so that they can be answered yes or no, or with a relatively short reply. We can't promise to give definitive answers to every question, but we always do our best!

HOBGOBLIN ARCHERS

BIG BOSS

BOSS

STANDARD BEARER

HORN BLOWER

ARCHER

REGIMENTAL BANNER

A HOBGOBLIN ARCHER REGIMENT

GAMES DAY '93

Games Day '93 was the biggest and best Games Day ever. Over five thousand gamers made the trip to Donington to meet their favourite games designers and join in the huge participation games. Throughout the day dozens of battles were won and lost as mighty armies clashed in games of Warhammer 40,000, Warhammer and Space Marine. Thanks for coming and making it such great fun. See you at Golden Demon '94!

Photos top to bottom:

• An Imperial Titan stalks past the specially constructed gothic defences of a Warhammer 40,000 game.

• The Games Workshop game designers were busy all day signing autographs and answering questions.
Andy Chambers explains the new Warhammer 40,000 to a crowd of eager gamers.

• Rik Priestley pauses between autographs to answer questions about Warhammer.

• Andy Jones, one of the designers of Man O' War, autographs a Games Day '93 poster for a fan.

• The stunning scenery you see every month in White Dwarf was there 'in the flesh' on the Warhammer 40,000 game run by the Studio staff.

Photos top to bottom:

• Dozens of magnificently painted banners parade around the hall before the final judging takes place.

• Die Imperial scum! Chaos forces beat off an Imperial assault in the Studio demo game of Space Marine.

• Waaargh Warhammer!

• Artist Dave Gallagher demonstrates his painting skills on Citadel's new Blood Angels' Dreadnought.

• Mighty Dark Elf and Empire fleets clash in an exciting game of Man O' War.

• One of the lucky winners of pre-release copies of the brand new Warhammer 40,000 boxed set.

• The paint flies in the speed painting competition.

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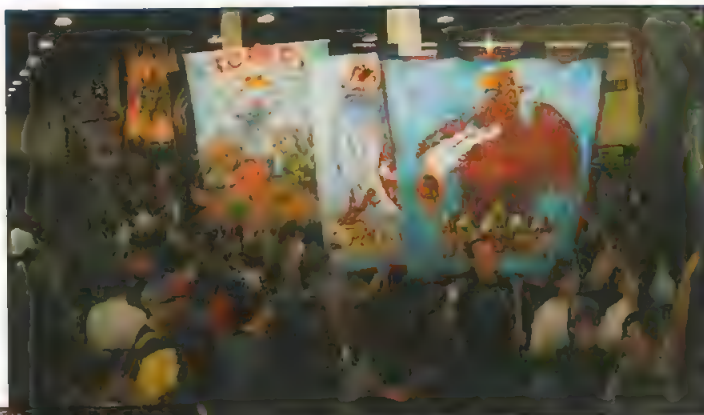
MAN O'WAR
SHOREFORTS

By Andy Jones

Most nations in the Warhammer World face the threat of coastal attack at some time or another, from the many cut throat pirates and raiders at large on the vast oceans. There is no better deterrent to any would-be invader than a towering edifice of stone and steel rising out of the waves, bristling with cannon and other deadly armaments.

This article provides a set of rules for creating your own Shoreforts to use in your games of Man O' War, as well as providing a few examples to get you started. The Man O' War Modelling Workshop companion article elsewhere describes how to build these fortresses, creating impressive centrepieces for your gaming table.

A Shorefort is a powerful playing piece. It is very difficult to destroy as it has good saving throws, and is immune to critical damage and below the waterline hits. In addition, a Shorefort is armed with many guns, and can wreak enormous amounts of damage on any ships that are foolish enough to stray into range.

Of course, a Shorefort also has disadvantages – primarily the fact that it cannot move at all! A clever player will avoid an enemy Shorefort until he feels that the time is right to attack – usually once he has immobilised the enemy fleet.

Conversely, if you have a Shorefort in your own fleet you would be well served to keep some of your ships close to it, in the hope of drawing the enemy fleet into range of the Shorefort's guns.

DESIGNING SHOREFORTS

Unless specifically contradicted, all the rules for Shoreforts given in the Man O' War rulebook apply to the new Shoreforts given here.

The Shorefort template given in the Man O' War rulebook is a medium sized Shorefort, but its details apply to both smaller and larger Shoreforts with only minor modifications:

A medium size Shorefort, like the one given in the Man O' War rulebook, has 3 locations, is hit on a 4, 5 or 6 (a 3 in 6 chance), has 3 points of structural damage, 3 cannon batteries and 3 crew.

It follows that a Shorefort with 5 locations (like the Coastal Bastion shown at the top of the next column) will be hit on a 2, 3, 4, 5 or 6 (a 5 in 6 chance), has 5 points of structural damage, is armed with 5 cannon batteries and has 5 crew.

There is a direct relationship between the number of areas on a Shorefort and how easy it is to hit, how much damage it can take, how many guns it has, and the number of soldiers inside.

The Rule of One

If you are designing a Shorefort template of your own, you cannot have a location numbered one, as an attack roll of one in the Man O' War game always misses.

SHOREFORTS AND DAMAGE

Each location on a Shorefort has a saving throw of 3+, and when it takes a point of damage the cannon battery in that location is destroyed. Further hits to the same location cause structural damage – for each additional hit, the Shorefort loses one of its structural damage points and one crew counter as masonry and rubble collapse and crush them.

BUYING SHOREFORTS

The main problem to overcome with the Shoreforts you design is structuring their points cost to fit in with the Fleet Lists. I have settled on 50 points per cannon battery, making the Shorefort in the rulebook very good value.

You cannot have more Shoreforts in your fleet than you have Ships of the Line squadrons.

BATTLE HONOURS

When working out the Battle Honours for your Shorefort, use the rule of 1 Battle Honour per 25 points the Shorefort is worth.

FIRING ARCS

To give you more freedom when selecting targets, you can split a Shorefort's attacks as you wish. For instance, if you have a Shorefort with 6 cannon batteries, you could fire all 6 at a single target, 2 batteries at 3 separate targets, or any other combination you can think of.

DIFFERENT RACES

You can modify your Shoreforts to take into account the different weapons employed by your fleet. An Elf Shorefort, for example, could have batteries of Eagle Claw bolt throwers rather than cannons, while an Orc Shorefort might have Big Chukkas.

The only problem with arming Shoreforts in this manner comes with Dark Elves, as a Shorefort with numerous Reaper batteries would be devastating and very, very expensive. Instead, Dark Elf Shoreforts have single bolt thrower batteries that follow all the rules for Reaper bolt throwers, except the rule about rolling to see how many bolts you fire (each Reaper battery mounted in a Shorefort only ever fires one bolt).

Alternatively, you could buy the Shorefort as an ally and arm it with cannons as normal.

EXAMPLE SHOREFORTS

The following examples, complete with templates, show you how you can construct Shoreforts of different sizes to suit different purposes.

DEFENCE TOWER

Defence Towers are the smallest type of Shorefort, and are used as the first line of defence against attacks from enemy ships. They are usually stationed some miles out to sea, usually on a rocky outcrop where they can act as lighthouses in peacetime. When attacked, the same beacons they use to warn friendly ships of shallow water can be used to warn the bigger and stronger shoreforts inland that an enemy fleet is approaching.

A Defence Tower has the following profile:

Locations:	1
Structural Damage:	1
Cannon Batteries:	1
Crew:	1
Points Cost:	50
Battle Honours:	2

COASTAL BASTION

A Coastal Bastion is the penultimate line of defence in a well-protected coastal city's armament. If the enemy fleet manages to get past the city's Defence Towers and Shoreforts, they will come up against their Coastal Bastions. These awesome installations are packed with guns and soldiers, and are a match for even the largest ships.

A Coastal Bastion has the following profile:

Locations:	5
Structural Damage:	5
Cannon Batteries:	5
Crew:	5
Points Cost:	250
Battle Honours:	10

SEA FORTRESS

After a Coastal Bastion, the next step is to split your Shorefort into high and low locations. This gives up to 10 locations on an immense, impregnable Sea Fortress, against which the attacker has to aim either high or low.

In a boarding action, a Shorefort of this size, if undamaged, would get a dice+10 for its crew and +10 for its cannon batteries. It also gains a further +1 for having stone walls, giving it a total of 1 dice+21!

The only way a Sea Fortress can be captured would be by constant bombardment to wear down its defences, coupled with powerful magic and a boarding action to finish it off.

A Sea Fortress has the following profile:

Locations:	10
Structural Damage:	10
Cannon Batteries:	10
Crew:	10
Points Cost:	500
Battle Honours:	20

USING SHOREFORTS IN MAN O' WAR

Shoreforts are interesting additions to any fleet, but are best used in conjunction with a set scenario for your game. If a Shorefort is just added to your fleet, in all probability your opponent will simply avoid it until all your ships are sunk, or even for the whole game.

However, a Shorefort can make a great focal point for a scenario-driven game, where the capture or destruction of the Shorefort is essential to victory.

The *Storm the Shoreforts* scenario in the Man O' War rulebook is a good example, where both players have a Shorefort and the winner is the first player to reduce his opponent's Shorefort to rubble.

Over the page are a few scenario ideas, that give examples of how you can use Shoreforts to create really exciting games of Man O' War.

SHOREFORT SCENARIOS

The following scenarios can be used in any Man O' War campaign if all the players agree. To combine the Shorefort scenarios with those in the Man O' War and Plague Fleet rulebooks, you can roll on the following table to see which scenario you use for each battle in your campaign.

Roll Scenario

1-3 Play a normal battle

4 Play a scenario from the Man O' War rulebook. Roll on the following table.

    1 After the Storm
    2 Treacherous Waters
    3 In the Jaws of a Trap
    4 Buried Gold
    5 The Treasure Fleet
    6 Storm the Shoreforts

5* Play a scenario from the Plague Fleet rulebook. Roll on the following table.

    1 Gold of The Dark Gods
    2 Plaguemonger
    3 Escape from the Chaos Wastes
    4 Dark Crusade
    5 The Straits of Despair
    6 Isle of Dread

6 Play a Shorefort scenario. Roll on the following table.

    1 Free the Trade Route
    2 Convoy
    3 Neutral Waters
    4 Rescue
    5 Invasion
    6 Storm the Shoreforts (Man O' War)

If neither player has a Chaos fleet, re-roll the dice.

FREE THE TRADE ROUTE.

One of the players has a large Shorefort that is protecting a vital trade route. The Shorefort can be of any size within any normal points limitations for the game. His opponent has to crush the Shorefort and free the trade route. The player who owns the Shorefort does not place any ships on the table for 1 to 6 turns (roll a dice), as he has to wait for his fleet to turn up and rescue the Shorefort.

Black Leviathan
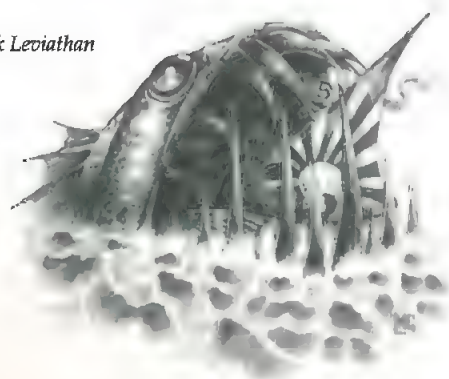
CONVOY

A convoy is due to make its way through the straits between two Shoreforts in 10 turns time. If the Shoreforts are not destroyed, the chance to slip through will be lost, and the convoy will be shot to pieces.

One player chooses two Shoreforts as part of his fleet, while the other player must destroy them to afford his ships free passage. The Shoreforts can be of any size within any normal points limitations for the game.

NEUTRAL WATERS

After all terrain has been placed, and the fleets chosen, each player places a standard Shorefort, from the Man O' War rulebook, anywhere on the table except in the deployment zones. These are neutral Shoreforts and will not take any part in a battle unless their neutrality is violated. As soon as any ship sails within range of a Shorefort's guns they will open fire.

A Shorefort fires at any targets within range (9") after all other ships have been moved. Each Shorefort fires all of its guns at the same target. If there is more than one eligible target, roll a dice to see which is fired upon.

RESCUE

Each player must have a Shorefort in his fleet. They can be of any size within any normal points limitations for the game. Each Shorefort holds a high ranking officer from the opponent's side as a prisoner. The first player to rescue a prisoner and escape off the board is the winner.

Destroying your opponent's Shorefort will kill the prisoner inside – he must be rescued in a boarding action. Once you have captured the Shorefort in a boarding action, nominate one of your ships involved in the boarding action and note down that the prisoner is now rescued and aboard this vessel. To win the game, that ship has to escape off the board with the prisoner.

INVASION!

A major invasion is planned, and is due to get underway in a few days. The major stumbling block is the great Shorefort that blocks the fleet's route. The Shorefort is rumoured to be the dwelling place of a powerful Wizard, who uses his arcane powers to scry the surrounding area for many miles. Any enemy vessels that try and approach are immediately spotted, and the Wizard's masters forewarned. Without the destruction of the Shorefort, the invasion is doomed.

One of the players chooses a Shorefort as part of his fleet. The Shorefort can be of any size up to the points limitation for the game. Included in the price is a free Master Wizard. This is the only Wizard in the fleet, and if the Shorefort is destroyed he is killed. The player with the Shorefort positions it in the middle of the playing area. His opponent must capture or destroy it to win.

In addition, the player who owns the Shorefort must roll 2 dice and add them up. This is the number of turns he must survive before he can place the rest of his fleet on the table.

Wreathed in gun smoke, the Sea Fortress was barely visible, just its top most turrets poking through the thick vapours. The infernal row caused by the endless roaring of its cannon batteries deafened every living thing for miles around

Standing at the top of the turret that sat astride the gatehouse, Commander Krieger lowered his sword to signal another battery to fire at the attacking ships. Behind and below him, in the courtyard, numerous small fires burned fiercely, the fire teams silhouetted against the flames as they threw bucket after bucket onto the blaze.

The Sea Fortress had been under attack for two days now, subjected to a ceaseless battering from the guns of the Galleons riding at anchor below. Krieger was seriously outnumbered and outgunned, but his castle stood on the firm bedrock whilst the mightiest Galleon was after all just timber floating on the waves. As soon as the threat was revealed, Krieger had dispatched carrier birds to the Empire to bring help to the besieged city, and his Wizard had been desperately sending messages through whatever arcane channels he could open. The air around his tower had crackled blue-black for the last two hours, and it was evident that he was meeting resistance from the Wizards of the Bretonnian fleet.

Only two months ago, Krieger was stationed in Nuln, teaching gunnery and siege warfare to recruits for the war in the North. Then the alliance with Tilea was formalised, and the hitherto neutral Sea Fortress on Black Rock – with its stranglehold on the main trade route to Araby and far Cathay – took on a new status. The Bretonnians were desperate to take the Sea Fortress from the Empire and had immediately dispatched a large warfleet, despite protestations from the Emperor himself. As yet, Bretonnia and the Empire were not officially at war, as the constant threat of attack from Orcs or the armies of Chaos held the two powerful nations in a state of uneasy non-aggression.

The Tileans were renowned as poor shots and having little or no stomach for a fight, so Krieger and a hundred hand-picked gunners and soldiers had rapidly been dispatched to the Sea Fortress, arriving scant days before the biggest Bretonnian battlefleet Krieger had ever seen. And they were not even supposed to be at war ..
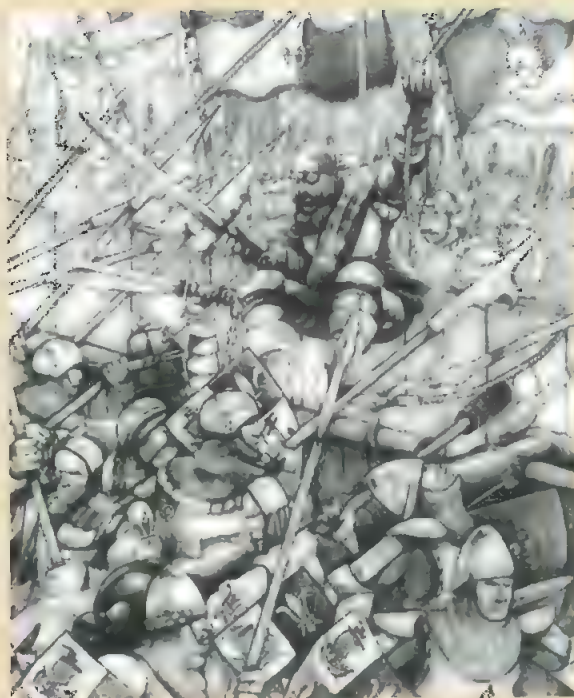
Admiral Krieger and his men put up a stalwart defence against the attacking Bretonnian Fleet.

CAMPAIGN GAMES

The Scenario list is by no means exhaustive, and you should feel free to invent your own scenarios for using Shoreforts.

Alternatively, you could play linked games, where the outcome of one game has an effect on the next.

For instance, the first game is played on the open sea, with no terrain, and the winner gets to push on to his opponent's home waters in the second game.

In the second game, the loser of the first battle must spend some of his points on a Shorefort to defend his coastline, now under threat of invasion.

By game three – if the same player has lost games 1 and 2 – place lots of terrain pieces in his deployment zone to represent his coastline. If the enemy fleet can destroy his ships and reach the coastline, the invasion is on in earnest! Perhaps the objective is to capture a town or city, or destroy something of great importance such as a temple, mine or citadel.

Of course, you cannot play the final invasion battle using the Man O' War rules, as once the ships disgorge their troops onto the beaches their part is done. However, you could always finish off the campaign with a game of Warhammer Battle to determine the outcome of the invasion itself…

COASTAL BASTION

CREW 5

INDEPENDENT TERRAIN PIECE

5

UPPER LEFT
CANNON BATTERY
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage

6

UPPER RIGHT
CANNON BATTERY
Save 3, 4, 5 or 6
1 cannon battery destroyed.
Further hits cause structural damage

2

LEFT
CANNON
BATTERY
Save 3, 4, 5 or 6
1 cannon battery
destroyed
Further hits cause
structural damage.

3

CENTRE
CANNON
BATTERY
Save 3, 4, 5 or 6
1 cannon battery
destroyed
Further hits cause
structural damage.

4

RIGHT
CANNON
BATTERY
Save 3, 4, 5 or 6
1 cannon battery
destroyed.
Further hits cause
structural damage

Capturing a Coastal Bastion

Move your ship so that it touches the Bastion. Roll a dice. On a 5 or 6 you have run aground

Whether or not you run aground, you may conduct a boarding action. The Bastion fires its guns in defence, adding +1 to its dice roll for its thick walls

REMOVE 1 CREW COUNTER	REMOVE 1 CREW COUNTER	REMOVE 1 CREW COUNTER	REMOVE 1 CREW COUNTER	COASTAL BASTION DESTROYED

STRUCTURAL DAMAGE
Immune against rams: rammers run aground
Each hit reduces number of crew counters by 1

MAY NOT MOVE
POINTS COST: 250
BATTLE HONOURS: 10

On the very edges of The Seas of Chaos, stalwart Coastal Bastions stand firm, supported by the warship of their allies.

Krieger instinctively ducked as a cannon ball struck the parapet, sending shards of red hot stone and steel flying in all directions.

So far the Galleons had reduced one tower to a smoking ruin, killing twenty gunners as the side of the Sea Fortress collapsed into the sea. Krieger blamed that catastrophe on poor Tilean construction, and thanked the gods he had set up his headquarters in the older, original section that some rumoured to be of Elf origin. The tower he stood in was so old and weathered that it looked to have been sculpted from the stone of the island rather than built on top of it.

The mighty cannons anchored to the stone floor of the Sea Fortress had been firing day and night, buckets of water cooling the gaping iron barrels so they could maintain a constant barrage. Their crews were near exhaustion, but the results of their efforts were plain to see

In the shallows around the Sea Fortress, and smashed against the rocks, were no less than three Galleons, four Corsairs and any number of wrecked Buccaneers. The surface of the water was covered with a slick of flotsam, jetsam and desperate sailors hanging onto whatever bits of wood they could find. And amongst them circled the sharks

Further away, at least a dozen other Bretonnian warships were ablaze, staining the sky with a crimson glow. Yet there were many ships left, their guns still firing, battering away at the stone walls with desperate persistence. Cracks were appearing in the sturdy walls of a number of the towers, and Krieger did not know how much more punishment the Sea Fortress could take.

On the far side of the Sea Fortress a shout went up, alarm bells and signal flags warning Krieger that something was amiss. Gathering his best troops, he ran around the battlements to see first hand what new threat gathered. As Krieger reached the distant Wizard's tower, the floor shook and the air burst into shimmering flame. Leaping backwards just in time, Krieger hung onto the battlements as the tower crumbled and slid into the sea, a deluge of stone and steel and flesh. A huge breach gaped in the walls, and already Krieger saw ships and boats closing in to launch landing parties

"Magic, curse it. Always magic" growled Krieger through clenched teeth, before turning to his lieutenants

"Prepare to fight. Get the troops into the breach there and there, crossbow men to cover there and there." His finger stabbed out to identify the strategic cover, and his men rushed off to take up their positions.
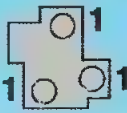
Cocking his pistol, Krieger spat over the wall before turning back to his men.

"And don't expect the Tilean dogs to stand and fight. It's up to us now lads"

Thirty Empire soldiers formed a thin line in the rubble, stubbornly defiant in the face of the hundreds of approaching Bretonnians

Just over the horizon, the Greatship Karl Franz and a dozen Wolfship squadrons sailed with a following wind toward the Sea Fortress. They could see a heavy column of smoke over the skyline, but had no way of telling if it was the Sea Fortress or the Bretonnian fleet that was aflame..

DEFENCE TOWER
INDEPENDENT TERRAIN PIECE

CREW 1

5,6
CANNON BATTERY
Save 3, 4, 5 or 6
Cannon battery destroyed
Further hits cause structural damage.

○1

Capturing a Defence Tower

Move your ship so that it touches the Tower. Roll a dice. On a 5 or 6 you have run aground.

Whether or not you run aground, you may conduct a boarding action. The Tower fires its guns in defence, adding +1 to its dice roll for its thick walls.

DEFENCE TOWER DESTROYED

STRUCTURAL DAMAGE
Immune against rams: rammers run aground
Each hit reduces number of crew counters by 1

MAY NOT MOVE
POINTS COST: 50
BATTLE HONOURS: 2

SHOREFORT
INDEPENDENT TERRAIN PIECE

CREW 3

4
LEFT CANNON BATTERY
Save 3, 4, 5 or 6
1 cannon battery destroyed.
Further hits cause structural damage.

5
CENTRE CANNON BATTERY
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage

6
RIGHT CANNON BATTERY
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage.

1○1
1○ ○1

Capturing a Shorefort

Move your ship so that it touches the Shorefort. Roll a dice. On a 5 or 6 you have run aground.

Whether or not you run aground, you may conduct a boarding action. The Shorefort fires its guns in defence, adding +1 to its dice roll for its thick walls.

REMOVE 1 CREW COUNTER

REMOVE 1 CREW COUNTER

SHOREFORT DESTROYED

STRUCTURAL DAMAGE
Immune against rams: rammers run aground
Each hit reduces number of crew counters by 1

MAY NOT MOVE
POINTS COST: 150
BATTLE HONOURS: 5

SEA FORTRESS

INDEPENDENT TERRAIN PIECE

CREW
10

Capturing a Sea Fortress
Move your ship so that it touches the Fortress. Roll a dice. On a 5 or 6 you have run aground.
Whether or not you run aground, you may conduct a boarding action. The Fortress fires its guns in defence, adding −1 to its dice roll for its thick walls

MAY NOT MOVE
POINTS COST: 500
BATTLE HONOURS: 20

HIGH

6 FLAG TOWER
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage.

5 PRISON TOWER
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage.

4 KING'S TOWER
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage.

3 GATETOWER
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage.

2 GARRISON TOWER
Save 3, 4, 5 or 6
1 cannon battery destroyed.
Further hits cause structural damage.

LOW

6 DUNGEON WALL
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage

5 COURTYARD WALL
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage

4 CUTAIN WALL
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage.

3 MAIN GATE
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage.

2 SEA WALL
Save 3, 4, 5 or 6
1 cannon battery destroyed
Further hits cause structural damage

STRUCTURAL DAMAGE
Immune against rams: rammers run aground
Each hit reduces number of crew counters by 1

REMOVE 1 CREW COUNTER	REMOVE 1 CREW COUNTER
REMOVE 1 CREW COUNTER	REMOVE 1 CREW COUNTER
REMOVE 1 CREW COUNTER	REMOVE 1 CREW COUNTER
REMOVE 1 CREW COUNTER	REMOVE 1 CREW COUNTER
REMOVE 1 CREW COUNTER	SEA FORTRESS DESTROYED

MAN O' WAR TZEENTCH FLYERS

GREAT WINGED TERROR

BANE TOWER OF TZEENTCH

CHAOS FORCES ATTACK AN ORC FLEET

SPACE MARINE

The Space Marine Battles compilation features some of the most sought after Space Marine articles from White Dwarf magazine. The book contains four exciting epic battle reports featuring the forces of the Eldar, Orks, Squats, Chaos, Space Marines, and the Imperial Guard.

It also features brand new tactics articles for many of these armies, plus special rules for fighting attack and defence games in Epic scale including: bunkers, razor wire, minefields and fortifications. In addition, there are full rules for all of the awesomely destructive Imperial Titan weapons and full-colour card data sheets, rules and army cards for the Imperial Reaver and Warhound Titans, the Ork Great Gargant, Tzeentch Daemon Engines and epic heroes such as Ghazghkull Thraka, Commissar Yarrick and Ragnar Blackmane.

®

FLYING MONSTERS
By Rick Priestley

We recieve many letters about large flying monsters in Warhammer. Some players seem convinced that that the only way to win battles is to mount up the general on a large and brutal beast like a Griffon. It is easy to overestimate the value of flying monster/rider combinations. Indeed some players misinterpret the flying rules, making such creatures even more powerful than intended. In this article we will look at the pros and cons of these so-called super-weapons, and examine some of the tactical options both for using and countering them.

A general or wizard riding a big flying monster makes an impressive centrepiece for a collection. This is as good a reason as any for including one in your army! Aesthetics aside, what attracts most people to the combination of hero and monster is its combat potency.

Take for example a High Elf Lord riding a Griffon. The Griffon has WS5, S6, and 4 attacks, against an average-to-good WS4 T4 opponent it will hit on 3+ and wound on 2+. Saves are at -3 and can therefore be discounted on the whole. With 4 attacks this gives a reasonably safe 2 wounds and you can be fairly sure of 3. Remember this is in addition to the damage your hero is going to cause.

In the case of an Elf Lord with WS7, S4 and 4 attacks you are looking at inflicting another 2 wounds against a similar T4 opponent. A hero costing as many points as this (160 for the Elf Lord and 150 for the Griffon) is worth tooling up a little. You would expect him to be carrying a magic weapon of some kind, probably accounting for at least one more wound or the equivalent. Taken together, this equals the killing power of a unit of good troops concentrated into a single model. I'm sure it isn't really necessary to labour this particular point as any experienced Warhammer player will appreciate just how awesome these monsters and heroes can be. This is probably their most obvious and significant advantage... they are dead hard!

A High Elf hero mounted on a Griffon clashes with a Chaos Dwarf Great Taurus.

What makes flying monsters uniquely powerful is their extraordinary mobility. They move very quickly (24") and can hop over scenery such as woods or buildings. In addition, they can pull away from a hand-to-hand combat engagement which means they don't get stuck into protracted combats as would a non-flying character (more of this later). Most importantly, these creatures can fly high into the air from where they can swoop down onto any part of the battlefield in subsequent turns. This extra mobility means that flying monsters can be used to pick off vulnerable targets such as enemy war machines or even enemy characters, and you can charge into existing engagements to swing the tide in favour of your side. Often a fear or terror test will be required when a monster charges, and this may be enough to send the enemy fleeing.

There are some disadvantages to the monster with character tactic. The main drawback of choosing a flying monster and massively powerful rider is simply cost. On a 3000 point army you will probably have a maximum of 50% points available for characters including their mounts and magic. By the time you've chosen a general, a wizard, and champions for your most important units, the chances are you'll be hard pushed to scratch together enough points for a hero, a monster, and magic items. Players who go for this option always find themselves stretched elsewhere, and this is something which a skilful opponent will exploit. Some players mount the general himself on a flying monster, which means they tend to lose the usual advantages of having a general with or near a unit (ie. the ability to make leadership based tests using the general's own Ld value). If your army has good leadership, such as High Elves, this might not matter too much; but humans, Orcs, Goblins and many other troops need these Ld bonuses and therefore must have the general as close as possible.

This Wood Elf eagle rider is a stunning miniature conversion by master painter Mike McVey.

Bear in mind a monster and its heroic rider is a big commitment in terms of the army's overall points value. A single model is just a single target, and can be taken out by one cannon shot or a magic spell. This adds up to a significant risk. Players will naturally try to protect their heroes using appropriate magic items, although this increases the cost even further. Often magic items will account for several hundred points. It is important not to exaggerate the perils of over commitment, as points spent on counter magic are often well worthwhile, but it does help to explain how the monster with hero syndrome works.

You can see why some players end up with armies consisting of pitifully few units, a smattering of artillery pieces, and a single overladen, high-cost super-character. This is major risk territory! Such armies will win or lose with the big character whilst the rest of the army takes little part in the battle. The result of the entire game will often depend upon one round of hand-to-hand combat, one cannon blast, or a single spell. There will always be players who are convinced they can find the winning combination, the perfect stat-heavy super-monster that's a certain game winner. It's even quite entertaining trying to put together this ultimate warrior! This is a subject which even hardened veterans find plenty to talk about. Ultimately however, the perfect warrior isn't the perfect army, and most players prefer a more balanced approach to their gaming.

It's worth saying that we always use the points restrictions on characters! This may seem obvious but some people don't, thereby allowing armies to have a disproportionate amount of characters and making flying monster mounts too easily available. The points value restrictions, turn lengths, and victory points are all there to balance the game. The longer a game the more effective flying creatures are relatively speaking, because they can fly up high and make repeated attacks. Also, if you play with very big armies the availability of characters becomes relatively easier. Army Lists are always balanced for armies of about 3000 points – so if you are in the habit of playing 10,000 or 20,000 points a side battles you might have to introduce additional restrictions.

GET THE RULES RIGHT!

So, what is the best tactic to keep these awesome flying death dealers at bay? Well, the first thing is to make sure you're playing the rules properly. We receive so many letters about flyers that it's obvious there are some quite innovative interpretations out there. Most work strongly in favour of flyers and make them disproportionately effective. In fact, when I started putting this article together it emerged that even within the Games Workshop Studio there were several different interpretations of the rules in play! Some clarification would therefore be a good thing.

The biggest area of confusion is the rule for flying high. The rule for flying high is very simple. A model which is on the tabletop can elect to fly high at the beginning of its movement phase. This means exactly what is says – ie the model **must** be

An Imperial Hero mounted on a Pegasus charges into the flank of a Dwarf unit who are in combat with a regiment of Halberdiers.

on the tabletop, and it **must** be removed at the beginning of its movement phase. In effect the model elects to fly high instead of moving. Note that this means that **it is impossible to start the game flying high.**

The flying high rule is absolute – there are no other circumstances when a model can fly high. A model may never fly high when it is driven off from hand-to-hand combat, or when it leaves hand-to-hand combat voluntarily. Many players confuse the flying high rule with the driven off/voluntary retreat rule, and assume that flyers that are driven off, or which retreat from combat voluntarily, are automatically flying high. **This is not the case!**

To return to the flying high rule itself. A model which is already flying high at the start of its turn may either continue to fly high (effectively taking no part in the ground battle) or it can drop down anywhere you like onto the tabletop. It can drop down onto a enemy unit or other suitable target, and counts as charging as it does so. The question this often poses is 'can the enemy unit respond to the charge as normal (stand-and-shoot, hold or flee) and if it stands-and-shoots at what range do you work out the fire?'. The answer is that the target can make any of these responses in the normal manner, and can stand-and-shoot at the maximum range of its weapon. Note, however, that war machines can never stand-and-shoot. This is true against any target, not just aerial attackers, and is worth noting in your Warhammer Rulebook.

Skaven jezzails and warp-fire throwers are an exception to this rule, but even warp-fire throwers are not allowed to stand and shoot at attackers from on high (for reasons which are self evident!).

If a flying creature drops down from on high its enemy may well need to take a terror or fear test, and could fail this and flee as a result. This poses the question 'does the flyer automatically catch the fleeing troops?' In fact, what happens is that the flyer drops down exactly in front of the target's original position and stays there. It has expended its entire movement, and has none left to follow the fleeing enemy. This means that an enemy which flees from an high flying aerial attack can always escape (assuming of course that it is not already engaged against some other enemy in which case it is unable to flee). Many players assume that because the flyer can drop down anywhere it can automatically catch a fleeing unit and therefore destroy it. This is not the case. This is important because it means that the flyer remains vulnerable in the enemy's following turn.

Players occasionally ask whether flyers need to take a break test, mistakenly assuming that the driven off/voluntary retreat rule replaces the usual combat results. **A break test is taken exactly as normal as soon as combat results are worked out**. The flyer flees if it is defeated and fails a break test. A flyer is never allowed to make a voluntary retreat to avoid a break test. Flyers simply obey the normal fleeing and pursuit rules. So, a flyer always flees and pursues 3D6" in common with other creatures which have a move of more than 6" – the flyer's 24" move being assumed to be its standard move in this case.

A voluntary retreat is normally an option for flyers at the very end of a combat phase. As this comes after break tests, and after any flee/pursuit has been worked out, a pursuing flyer will have either destroyed its enemy (caught them!) or failed to catch them (leaving the model adrift). In either case there is no combat to retreat from, and the model stays on the table.

The **driven off** rule deserves a little more discussion and works like this. If a flyer is beaten in hand-to-hand combat it takes a break test as normal. If the flyer breaks then the usual break, flee and pursuit rules apply. If the flyer does not break then it is driven off and the model is removed from the table – it has literally been driven away and is assumed to be wheeling around preparing to re-enter the fray.

The model spends then its next turn off the table. In its following turn the model is placed on the table edge and may move normally during its movement phase (it may, for example, choose to fly up high). A flyer which leaves the table is generally placed on the edge in a position which corresponds to where it would have theoretically left the battle, ie: if driven off from combat, it flies directly away from the enemy as you'd expect. If in doubt (which will happen occasionally) re-enter the model on your own table edge.

A flyer has the unique ability to **retreat voluntarily** from a hand-to-hand combat engagement at the end of the phase. When it does so the model is removed from the table exactly as if it had been driven off and the procedure is exactly the same. This rule does **not** allow you to simply remove your flyers from the table and place them in a flying high mode ready to pounce next turn! In fact the rule is intended to give flyers a last-ditch option to disengage from a combat if they are in real trouble. Missing an entire turn before you can reappear is not a good idea, particularly in a four turn game, so this option really is to be avoided if possible.

So much for the rules! In passing I ought to say that a hero who has his mount shot from under him while flying high is destroyed... no parachutes in the Warhammer World I'm afraid!

AERIAL TACTICS

Before considering individual tactical options it is worth remembering that a flying monster and hero has to fit into your overall game plan. The average game of Warhammer is resolved within four turns, so any plan which involves flying high is going to cut down your fighting time considerably. Similarly a flyer which is driven off, or which makes a voluntary retreat, can be regarded as pretty much out of the game. Given that a hero and monster is always an expensive option, it would be foolish to commit to a combat you are not certain to win quickly. Some players choose to play without the turn limits. The effect of this is to increase the value of flying creatures as it enables them to make repeated attacks. This is up to you, but bear in mind that the points values are based on armies of about 3000 points using the conventional turn limits and victory conditions.

Many players use their flyers to attack and destroy enemy artillery pieces or important enemy characters. This tactic can work very effectively and is a potential game winner. You can either use the 24" move to reach your target as soon as possible, or fly high in turn 1 and attack in turn 2 (this option works best if you have the first turn). The main drawback to this tactic is that it is very obvious! The chances are that your enemy will anticipate your move and take some measure to counter it. Unless you choose a soft target (such as a war machine whose crew are basically ordinary troops) you can find yourself fighting a very powerful character and things may not go entirely your way. If you can't break or destroy your target in one turn the chances are you'll play no more part in the game. The favourite targets for this tactic are therefore cannons and other war machines, stray second-rate heroes, and wizards. If you have the first turn of the game you should be able to attack and destroy your target in turn 2, leaving you free to attack a fresh enemy in turn 3. Unless you get driven off

The Emperor Karl Franz riding his war Griffon Deathclaw.

or bogged down in combat (even if you retreat voluntarily you lose a turn) you will then be free to lend your weight where it is most needed to win the game.

Remember, if you attack an artillery piece or another target at the back of your enemy's army, you will be in an excellent position to threaten the rear of his formations in the following turn. This will place your opponent in a traumatic position, and will almost certainly spoil his overall battleplan. Most players go to pieces in this situation!

Another tactic which some players use to good effect is to keep one or more flying creatures flying high. This enables them to attack any enemy who are also flying high. This isn't as effective a tactic as many people believe, because basically the advantages of flying high are not as great as many players think they are! On the other hand you can use flying monsters without riders in this role, enabling you to exploit the monster allowance of your points cost without affecting the characters allowance. Remember, hand-to-hand combat in the air is slightly different to ground combat, representing a series of wheeling passes rather than solidly locked combat. There is no formal charge as such, and so no charge reactions or charge bonuses. The player whose turn it is still strikes his blows first as if he had charged. No psychology tests are taken for fear/terror etc. The normal challenge rules do not apply. Blows are struck as normal but there is no combat result and therefore no winner or loser. Surviving combatants are free to move onto the tabletop in the following turn. You cannot therefore 'pin' an enemy flyer into a flying high position by combat. You can, however, use **all** of your flying high creatures against any single enemy, so you can concentrate your attacks far more effectively than with ground combat.

A mighty Imperial hero mounted on a Pegasus.

The Battle of Iron Peak

The Battle of Iron Peak from WD159, provides an almost textbook example of how a large flying creature – in this case an Orc War Wyvern ridden by a Shaman – can be used to destroy an enemy force. The battle was fought between an Orc and Goblin army and a force of Dwarfs. Throughout the game, the War Wyvern was used with great skill by Jervis Johnson, first of all to destroy his opponent's superiority in artillery, before finally routing and destroying the centre of the Dwarf line.

Map 1

Map 2

Map 3

Map 1 – Deployment
At the start of the game, Jervis placed the Wyvern behind the cover of the buildings in the village. This ensured that it could not be attacked by the Dwarf cannon and bolt thrower if the Dwarfs won the dice roll for the first turn.

Map 2 – Orc Turn 1
At the begining of the Orc movement phase the Wyvern took to the skies, flying high, as the rest of the army advanced. This allowed the monster to move into position to attack the Dwarf war machines on Turn 2, without coming under fire as it moved forward.

Map 3 and Photo – Orc Turn 2
On the second turn, the great monster swooped down and attacked the Dwarf cannon. Even though Bill had placed his bolt thrower and a regiment of crossbows nearby to defend against this attack, they failed to damage the Wyvern and the cannon was destroyed. In fact, Bill was lucky that his forces remained in place, as all three units on the hill had to take a Terror test when the great beast swooped down to attack. The position was only saved by the Dwarfs' high leadership, and all three units passed their test.

Map 4

Map 5

Map 6

Photo (above)
*The Wyvern rejoins the main Orc and Goblin battle
line and prepares to attack.*

Maps 4 and 5 – Orc Turns 3 and 4
*After the attack on the cannon, the Wyvern
withdrew to defend the flank of the Orc army, flying
low across the tabletop. However, during the Dwarf
turn, it was wounded by the bolt thrower and so on
Turn 5, Jervis moved it behind the centre of his line,
ready to attack once more (map 5).*

Map 6 – Orc Turn 5
*On the final turn of the game, the whole of the Orc
and Goblin army, including the War Wyvern,
crashed into the remaining Dwarfs who broke and
fled. The Wyvern lunged forward 3D6" in pursuit
and caught the fleeing Dwarfs and the game was all
but over. In five turns, the Wyvern had only attacked
twice, but in both cases it had a decisive effect on the
outcome of the battle.*

COUNTER MEASURES

Probably the most obvious and effective counter measure is another character riding a flying monster, and/or a powerful monster without a rider. With the fast move and power equal to your enemy you'll be able to attack him when flying high or pounce on him when he commits to ground combat. Of course it may be too late by then! The problem here is high points cost. Buying a monster and character just to keep enemy flyers at bay is probably not going to be cost effective. The Pegasus will get you into the air for a mere 50 points, but WS3, S4, T4 and only 2 Attacks is hardly going to deter a Griffon or Wyvern.

Few players will risk their flying monsters and characters in a lone assault against an enemy unit. If units have champions, they are fairly safe from this kind of opportunistic attack, because the champion can always challenge the flying attacker to single combat. This reduces the amount of damage the flyer and character can do, and makes it hard for him to win. What happens is that the champion valiently keeps the flyer occupied while the rest of the unit drives it away (The unit rank bonus and a standard are usually enough to off-set the wounds inflicted on the champion.). Though the champion will sometimes be killed, the sacrifice is worth it if the unit is saved.

More thoughtful players will also exploit the cheap deterrents. It has to be said these don't always work, but they will certainly make the enemy think twice before he swoops down on your unprotected artillery or on top of your best unit. One option is to buy a smallish, cheap unit, or even a modest character, which you can station with your war machines specially to guard against aerial attack. This won't stop a high flying enemy swooping on your cannons, but it does give you the chance to charge him in your following turn whilst he is vulnerable.

War machine crews are so defenceless against aerial attack that there is no point is staying around to be killed – always go for the flee option if there is the slightest chance of avoiding being caught. If the enemy attacks from high always flee as you will always escape. This will leave the monster and hero able to hack at the machine itself, but these are quite robust compared to the crew!

A small guardian unit or character will be able to attack a stranded flyer once your artillery crews have fled (hopefully they will rally and return to crew their weapons once the monster has gone). Guardian units should be as effective as possible. The best way of doing this is to rack the unit into a formation of four ranks with a minimum frontage and include a standard – in fact anything that pushes your combat result bonus up is a good idea. Some troops, or monsters, are especially useful for tackling big monsters ridden by characters. For example, Cockatrices and Gorgons can petrify (useful against modest Initiative level monsters such as Wyverns and Manticores). Similarly a Vampire's *Transfixing Glare* is effective, and Wraiths are good because monsters cannot harm them.

A hero of the Empire and a Wood Elf eagle rider struggle to the death, high above the battlefield.

Another good idea with artillery is to have two! Not only does this make each war machine less vulnerable, but you can use the free machine to attack the flyer whilst it is busy attacking the other. Make sure that you position the machines sufficiently far apart that a flyer cannot land on both simultaneously. This works well with bolt throwers and even better with Helblaster volley guns if you have an Empire army. Indeed, you could always buy a bolt thrower specifically to cover your other war machines from aerial attack. Such a machine wouldn't ever be wasted as it could also shoot at the enemy's main formations. Remember, a war machine can be turned around to face its target and fire in the same turn, so there is no problem with directional facing.

An interesting variant of the guardian unit is available to Orc and Goblin players in the form of the Gobbo Netter Clubbers. These are cheap troops, which means you can afford the champion, standard, and even a magic item to help boost their effectiveness. The advantage of these critters is that an enemy struck by a netter cannot fight back that turn, so if you manage to score just 1 hit on both monster and rider neither may fight back. If you manage this then your combat bonuses should see off the enemy and if you're lucky you might even catch him on the pursuit! It's not a cast iron tactic by any means but it is cheap! Another option is a small unit of gobbos with fanatics, as these will release as soon as the flying creature is within 8". With D6 S5 hits and no saves these are deadly enough to seriously worry any monster with T up to 6, and can affect a monster up to T8.

Flyers are always vulnerable once they have won a combat and forced their enemy to flee. This is just as true if the monster attacks from high, and forces the enemy to flee with a psychology test. Given that big monsters/heroes usually break or destroy their enemies in one turn, you have two complete magic phases to wreak sorcerous revenge (firstly your opponent's turn and then your own). An army with a decent provision for wizards is therefore always less vulnerable to flyers than one with few wizards, and if you have a positive magical superiority you can use this as your primary anti-aerial defence.

Magic provides some of the most effective ways of deterring flyers. Many players use the Orb of Thunder to prevent enemy flyers flying high, or to trap flyers above the battlefield. If your opponent is over-keen on the hero/big flying monster gambit then this is worthwhile at only 50 points. Even if you can trap an enemy in the air for a single turn the points investment will have paid off. The other way in which you can use magic is to provide troops and units with magic items which make them less

vulnerable. Basically, the disadvantage of a single rider and monster is that any magic item which negates attacks or prevents a model fighting will be more effective than it is against a unit of troops. Therefore any magic items which prevent the rider or monster attacking are worth looking at. The other disadvantage of the rider/monster is that it will have no rank or banner bonuses for combat, so it is a good idea to make sure potential targets have a good stack of combat result bonuses. These are things which any commander should think about for all his troops. The only real problem comes with war machine crew who remain vulnerable because they don't carry standards or have champions. Always flee with crewmen if there is any chance of avoiding a flying monster.

Spells which work well against powerful characters (flying or otherwise) include all the 'entrapment' type spells which basically trap or immobilise a target. For example, the Bright Magic spell *Crimson Bands*. The Grey Magic spell *Dance of Despair* is also useful, forcing the target to move off and effectively taking it out of the game while the spell lasts. Most of the spell decks have spells which can be used to good effect to trap or incapacitate a single powerful enemy and it is well worth studying the decks carefully to find examples. The Amber spell *Curse of Anraheir* is an interesting choice because it is tailor made for upsetting these rider and monster combinations, reducing the target's 'to hit' score to 6, halving its move (12" rather than 24") and also forcing a panic test (and you might get lucky here!). Most flyers will carry some sort of magical protection, or the player will keep back a dispel scroll for emergencies, but it's still worth trying.

AFTERTHOUGHT

Whilst on the subject of flyers, **yes Carrion, Chimeras and Cockatrices can fly** although the accompanying descriptions were missed out of the Warhammer Bestiary.

A Chaos Dwarf sorcerer mounted on a Lammasu.

WARHAMMER

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Models designed by Michael Perry

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MODELLING WORKSHOP

ISLANDS AND SANDBARS FOR MAN O' WAR

By Adrian Wild

Modelling workshop supremo Adrian Wild takes us onto the high seas and navigates his way around the simple modelling techniques for making islands, sand banks and other terrain pieces that add a new dimension to your Man O' War battles.

GETTING STARTED

Any of you who have read the previous Modelling Workshop articles will find that many of the methods described in this article will be familiar. Even if you haven't read them, the techniques for modelling terrain featured in this article are designed to enable you to have very little trouble in turning your attention to making models of islands, and other features for your sea battles. On the next page is a list of the materials and tools I have used to construct the models in this article.

Before you start to assemble your Man O' War terrain, make sure you have a clear work surface and a few simple tools and materials close to hand. If you are going to work on a table, it's best to protect the surface with a piece of thick card or several sheets of newspaper otherwise you might scratch it.

TABLETOP

First of all, a quick word about your Man O' War playing area is in order. In the rulebook, we suggested you use a table or area of floor to play on. This is alright as a start, but it is much better if you can actually make the tabletop look more like the sea.

The easiest way to do this is to lay down a piece of blue cloth or blue sugar paper on the table before you start. This has the added advantage of protecting the table from scratches!

The best method, and the one we use at the studio, is to make a special gaming board. This is what we use in the photographs in White Dwarf every month. Ours is made from a piece of polystyrene insulation board, about 1½" thick and about 4' x 4', available from D.I.Y. superstores.

The Dwarf Fleet of Barak Varr sets sail into the Black Gulf

This was first covered with thinned plaster filler to give the surface a slightly rough texture and to help the paint take better. Once dry, it was painted with blue water-based emulsion paint (the kind you use to paint your living room walls!). This was then drybrushed with white paint to give the effect of waves. We do this so the board will look good in our photographs, but you needn't do it if you think plain blue is alright.

Once you've got your playing area sorted out, its time to have a go at making some terrain to sail around...

SANDBANKS

The simplest terrain piece to start with is a sandbank. The techniques for making a sandbank will stand you in good stead when making other, more complicated pieces of terrain such as islands or headlands.

Before you start modelling a sandbank, the first decision you need to make is how big is it going to be. You can make it any size you like, but about 10-15cm in length and 5-10cm wide is reasonable.

TOOLS AND MATERIALS

Before you start to construct your Man O' War terrain, you'll need the following tools and materials.

Tools

1. Modelling knife
2. Steel ruler.
3. Fretsaw or hacksaw – to cut the cardboard.
4. Retractable craft knife – for shaving the polystyrene.
5. Foam sanding block or sand paper.

Materials

1. Thick card – such as the mounting board available from art shops
2. Plastic pan scourer – available from supermarkets
3. Polystyrene sheet – such as the insulation board from D.I.Y. suppliers, or built-up layers of ceiling tiles.
4. Glue – different types for different tasks: Copydex or P.V.A. for fixing polystyrene, impact adhesive such as Bostik for gluing card
5. Hardboard – for the base section. Alternatively, you can use thick card, but this has a tendency to warp.
6. Textured paint – or a home made alternative such as a sand and P.V.A. mix or thinned plaster filler.
7. A selection of Citadel acrylic paints – as mentioned in the article.
8. Flock or other scatter material.
9. Cat litter, coral sand and sand to texture sections of the base.

THE BASE

The first thing to do is to cut the sandbank's base out of hardboard or thick card. It is a good idea to draw out the shape of the sandbank on the material before you cut it out to give yourself a line to work to. The template below shows a typical sandbar shape, although yours will of course be a lot bigger – about 15cm long by 10cm wide. If you are using hardboard, you will need to use a fret saw or hack saw to cut out your sandbank; if you are using thick card, a modelling knife will be fine. Remember to protect both your work surface and yourself when using sharp tools!
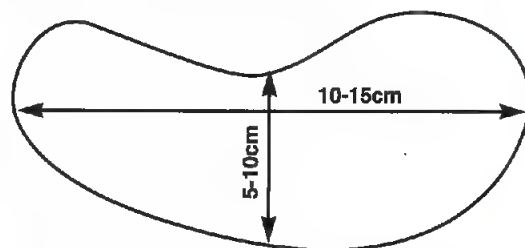
Once the base is cut out, you can trim its edges to make the gentle slope of the beach down into the sea. This will look more natural than leaving the edge of the hardboard square. Hardboard is reasonably soft and can be trimmed with a modelling knife, but take extreme care and remember to cut away from your body in case you slip. If you are in any doubt, either get someone else to do the trimming for you, or simply sand the edges with a foam sanding-block or sandpaper.
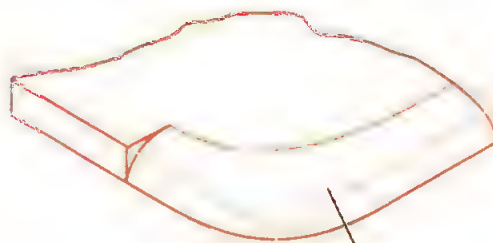
Edge of hardboard is trimmed with a modelling knife to form a slope.

THE SANDBANK ITSELF

Once the base is made, you can turn your attention to making the sandbank itself. You can either use poly-styrene tiles stuck together using P.V.A. glue – making a single block about 25mm thick – or a single piece of polystyrene insulation sheet. Once you have the correct thickness, the next thing to do is stick it to the base.

To fix the polystyrene to the base, you can use either P.V.A. or Copydex glue. If you use P.V.A, make sure you are working on a flat surface as it has a tendency to run. Apply the glue to the base and stick the polystyrene straight onto it.

If you are using Copydex, it should be applied to both surfaces – the base and the polystyrene – before they are pressed together, letting it go tacky before you join the two parts together.

Once the pieces have been glued together, lay some books (or something equally weighty) on top of the whole construction until the glue dries. By laying something heavy on top of the pieces, you help prevent the moisture in the glue from warping the base as it sets.

After letting the glue set properly, carefully shape the polystyrene so that you end up with a mound shape. There are several ways of doing this, varying from using a small toothed saw, through to a purpose made 'hot wire' cutter. The most readily available tools for this job, however, are either a small-toothed saw or a sharp kitchen knife.

Sandbar Construction. Side View

2-3 layers of polystyrene tiles or
a 25mm polystyrene sheet cut to shape with a knife

Hardboard (with sanded edges)

Top View

10-15cm

5-10cm
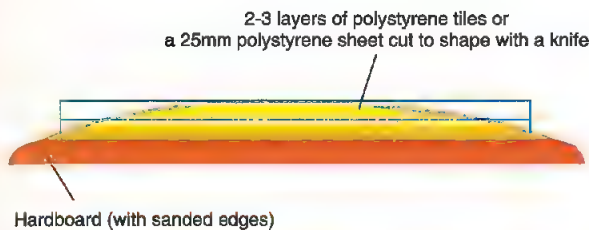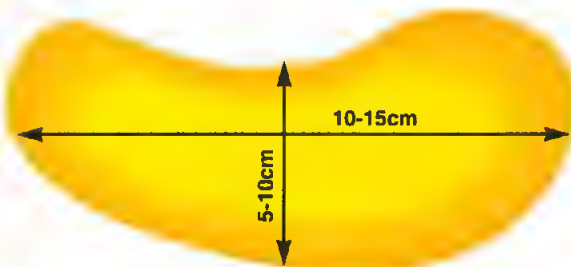
Whichever method you choose always remember to cut slowly and carefully. First cut out the basic shape with the knife or saw, and then use a medium/fine sanding block to smooth off any rough edges.

TEXTURING AND PAINTING

Once you have cut the sandbank into the correct shape, the next stage is to cover the whole thing with a textured layer to make it look like sand rather than polystyrene. This can be done using textured paint or by gluing sand on a layer of P.V.A glue. Once this is complete and dry, you are ready to paint the sandbank.

When painting sand colours, I use a base colour of Sulphur Desert Yellow, dry-brushed with Bleached Bone and Skull White. Your sandbank is now ready.

ISLANDS

Islands are made in much the same way as a sandbank, but are slightly larger: around 15-20cm in diameter and about 25-50mm thick. They are also less likely to be simple mounds, instead having a more rugged and rocky shape.

Once you have made your basic island shape, you need to decide what sort of island it is: rocky, stony, sandy, grassy, inhabited or whatever. Of course, your island could have a combination of many terrain features; it does not have to be all grass or stone.

Remember that each island will need a beach area around the edge, made using the techniques explained for constructing sandbanks.

If you want an island to look like the classic desert island it will need to be sand coloured like a sandbank. If it is to be a rocky island, a stone colour would be more appropriate. You can of course use a mixture of both stone and sand to get a combined effect.

Island Construction. Side View

6-8 layers of polystyrene tiles or
a 30mm polystyrene sheet cut to shape with a knife

Hardboard (with sanded edges)

Top View

Beach

15-20cm
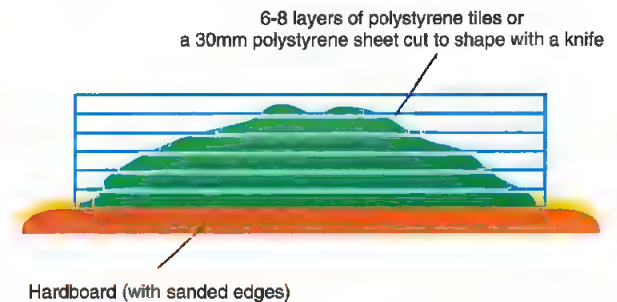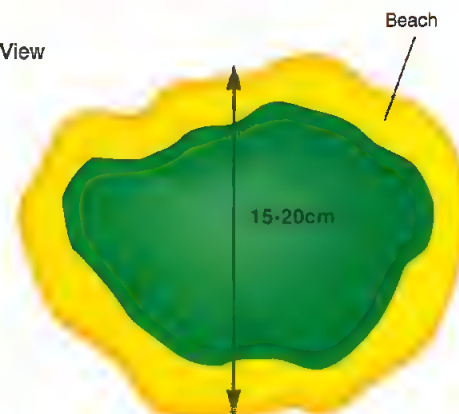
DETAILING

With an island of this scale, there is no need to make really detailed features. You can get good results just by modelling those features that are readily identifiable from a distance, such as wooded or rocky areas, small cliffs, or even simple shapes to represent buildings. If you decide to make more than one island, you can use different features on each to make it look unique.

This craggy island is a good example of how to model a cliff face and rocks.

Rocks

Rocky areas can be modelled by gluing on different sized stones and sand. Apply P.V.A glue to the area you want to be rocky, then add some of the larger stones and shake off any surplus. Repeat, this time adding smaller stones, so that they automatically cover any areas left exposed.

When you come to paint rocks, you have a greater number of choices. If you look at natural rocks you will notice that they vary in colour considerably. To reproduce this, apply a dark base colour, then highlight with a lighter colour to simulate where light and shade fall.

If, for example, you wanted some dark rocks, you could first apply Chaos Black, then dry-brush Bestial Brown over that, followed by Orc Brown, Bleached Bone, and finally Skull White. To provide contrast you could then paint some of the other rocks a slightly lighter colour, drybrushing them with Skull White.

Grass

Not all islands are parched sand and rocks – some do have grassy areas and woods. To add this effect, apply some watered down P.V.A. – thinned just enough to make it easy to paint accurately – where you want the grass to be and sprinkle the area with flock, blowing off any excess.

If any areas still look bare simply repeat the above process until they are covered. It is worth noting that sometimes, because these models get moved around and knocked as you game with them, bits of flock can fall off. If this does happen, all you have to do is re-apply it using the techniques given above.

Woods

Wooded areas can be made by sticking small shreds of foam or small pieces of nylon pan scourer to the island using P.V.A glue. Once dry, they can either be painted

in dark green and then drybrushed with light green, or covered in flock.

Cliffs

Small cliffs are made by cutting a block of polystyrene to a steep or even vertical angle using a sharp knife. Once carved out, these can either be covered with textured paint or coated with a layer of glue and sprinkled with sand.

Buildings

You may well want a particular island to look deserted. If, however, you would like some inhabited areas you can add some buildings. Bear in mind that constructions at this scale are only intended to give the feel of inhabited areas and will not need to be accurate scale models.

To make simple buildings, take a sheet of balsa wood 3-5mm thick and cut off a 5mm wide strip. To get a basic building shape, carefully trim the top edge to a wedge or roof shape with a sharp modelling knife.

If you have cut your strip too big. and the buildings appear a little oversized don't worry, they can represent large multi-dwellings or garrison buildings.

Once the buildings have been trimmed, you can paint them with Skull White walls and a contrasting Terracotta roof drybrushed with a Blood Angel Orange/Bleached Bone mix.

Alternatively, you can use the plastic and metal villages, towers and castles from Games Workshop's Mighty Empires game. There is a large selection to choose from, ranging from a Wizard's Tower to a Temple, and all are available from Games Workshop Mail Order. They can be stuck onto your island with P.V.A. glue and then painted as normal. For more details see the Citadel Catalogue pages.
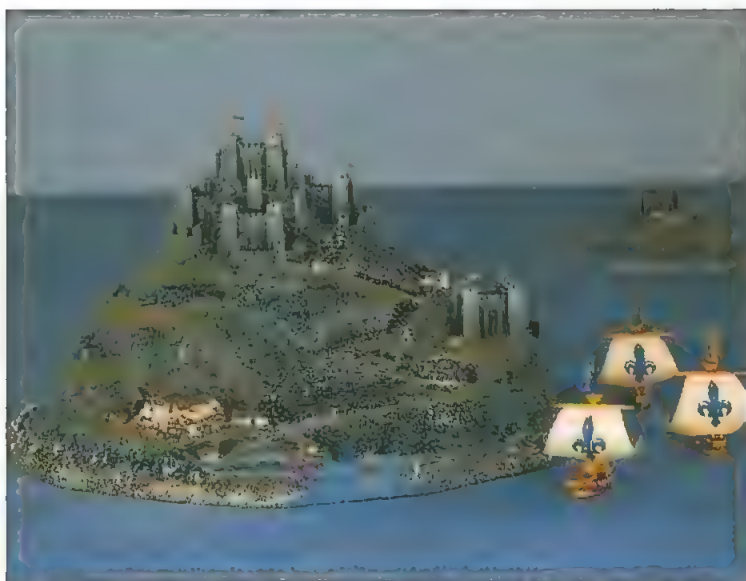
This splendid Shorefort has some good examples of a beach area, grass, woods and plenty of buildings.

The headland above illustrates the techniques for making grass and beaches covered in this article, while the island in the background uses a Mighty Empires Wizard's Tower mounted atop an excellent cliff.

Hedges and Fields

Hedges can be made from thin strips of plastic pan scourer, glued down, covered in flock and painted in Goblin Green. Alternatively, thin pieces of string painted with P.V.A., dipped in flock, and then allowed to dry before being stuck down can be used.

Fields can be modelled by gluing lines of flock over soil-coloured ground areas, or the ground areas can be covered in a thin layer of plaster and striped with a cocktail stick. Different coloured flock, or even different types of flock can be used to represent different crops.

HEADLANDS

One feature that you often seen in coastal areas are headlands. These are basically the tail-ends of larger land masses that slope into the sea. The techniques that you use to make these are the same as those for making islands (as are the materials), only on a larger scale.

The first stage is to cut out the base section, bearing in mind that one of the edges (or two if you want the model to jut in from the corner of the table) will be straight.

Take your block of polystyrene and, using the base as a template, draw around it to mark out the shape required, remembering to allow for the beach area. Carefully cut out the shape and begin carving out the cliffs, shaving the headland to the desired shape. Once you have finished, using the same techniques outlined in the islands section, texture the surface of the polystyrene, adding any details that you feel appropriate.

This type of model can offer quite a choice in terms of the possible additional features. You will, for example, have sufficient room to add fields with hedges, walled towns, and so on.

Headlands. Top View

Table Edge

Table Edge

Corner Piece.

Table Edge

Edge Piece.
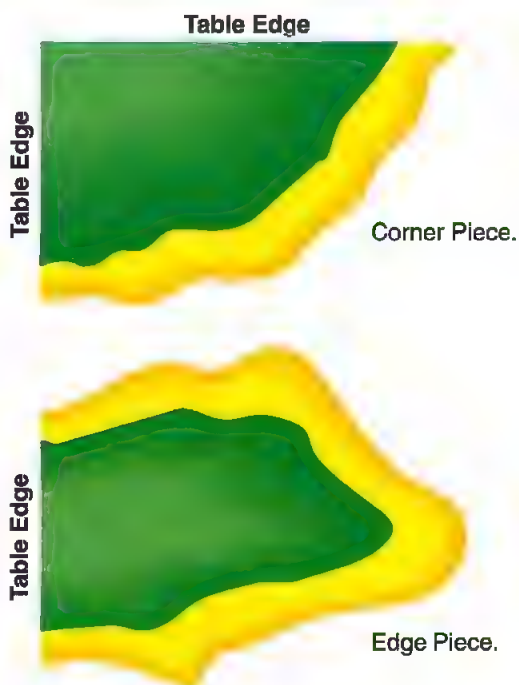
AFTERWORD

Looking at the techniques listed in this article, what quickly becomes apparent is that you have a great deal of choice when making Man O' War terrain. Whatever type of Man O' War terrain you are making, it can be as complicated or as simple as you like. As the basic techniques are essentially the same for each type of terrain, you should have very little trouble progressing from one type to another. Enjoy your modelling!

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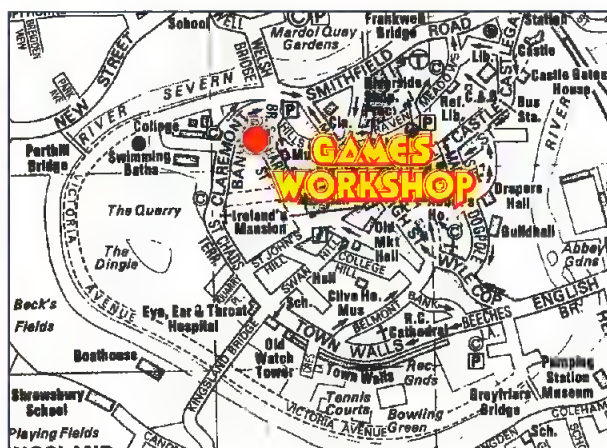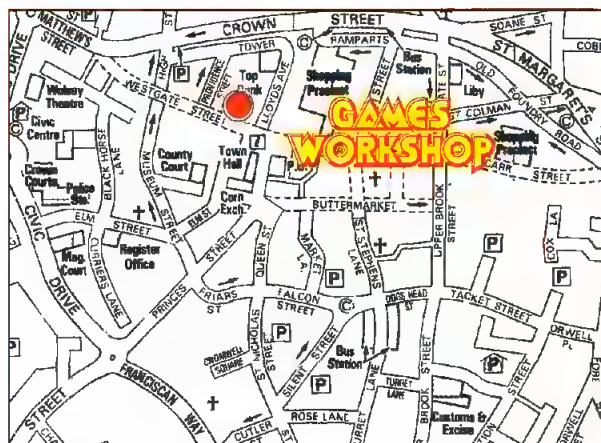
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WARHAMMER 40,000

SPACE WOLVES
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The Space Wolves are the most ferocious of all Space Marine warriors, bred on the harsh world of Fenris where savage tribes are locked in a continual struggle for existence. The Grey Hunters make up the majority of any army fielded by the Space Wolves. These are warriors in their prime, tempered by battle yet still hungry for a place in the elite Wolf Guard. They are proud and fierce fighters who have acquired all the skills of combat to enable them to crush any foe in battle.

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Miniatures designed by
Jes Goodwin
Miniatures supplied unpainted
Banners not included

CITADEL MINIATURES

GAMES WORKSHOP

SPACE WOLF GREY HUNTERS

INCLUDES GREY HUNTERS TRANSFER SET

WARHAMMER 40,000

BRIDGE OF DEATH

By Jake Thornton & Adrian Wood

This month's battle report is a bitter struggle between Space Marines and Orks. The game was based on one of the Battle for Armageddon scenarios from the new Warhammer 40,000 boxed set.

The Orks were surrounded. Warlord Ghazghkull Thraka, Overboss of all the Goffs had been outflanked and outwitted and now he was trapped.

With the noose drawing tighter, the Orks made one final attempt to break out of the trap. Ghazghkull ordered his boyz forward in a last desperate attack to capture the bridge over the corrosive sludge known as the Skeletus river. All that lay between the Orks and safety was a handful of Space Marines.

metal one. Apart from these small alterations, the scenario was played exactly as it is given in the scenario booklet using most of the miniatures and all of the card buildings in the box.

We played this game on one of our 8'x4' tables here at the Studio, and kept notes of moves and casualties as we went along for later reference when writing up the conflict. Due to the difficulties of taking good photos of a game in progress we took polaroids of the action and re-shot the pictures for this article some time later with proper lighting and cameras. This technique allows us to play an uninterrupted game and still get the best photos.

INTRODUCTION

This game was based on the Battle for the Bridge, the third battle in the scenario booklet from the new Warhammer 40,000 boxed set. Each of these Battle for Armageddon scenarios includes full background details, victory conditions and tactical hints both for Space Marine and Ork commanders. In fact the scenarios provide all the information you need to recreate this exciting period of Imperial history, together with a campaign system to link the individual battles together. Whether you're a veteran gamer or a newcomer to the hobby, you'll find the Battle for Armageddon campaign an exciting challenge.

SET-UP

Before we started, we agreed to alter the scenario set-up slightly by adding four extra pieces of jungle terrain, one piece on either side and two pieces placed amongst the buildings in the middle of the table. This gave the tabletop a more varied look and would ensure a close fought battle. Under the new Warhammer 40,000 rules there is a definite maxim that 'the more terrain, the better the game!'

Jake also decided to vary the look of the Space Marine force by including two Ultramarines' battle squads from the Studio collection as replacements for two of the Blood Angels' battle squads listed in the set-up. This didn't alter their weapons or other equipment, it's just that Jake has his own Ultramarine army and wanted to include them in his force.

Adrian also chose to use some of the brilliant new metal Gretchin and replace the card dreadnought with the Studio's

SPACE MARINES' BATTLE PLAN (Jake Thornton)

"Ork forces have been spotted advancing through sector 307 towards the bridge across the Skeletus. Your squads of Space Marines must hold the bridgehead against the forward elements of the Ork advance until relieved. Do not allow the Orks to capture the bridge under any circumstances – if the situation warrants it the sacrifice of your entire command may be necessary to prevent this. Place your faith in your sanctified weapons and commend thy souls to the Emperor. Let the slaughter commence."
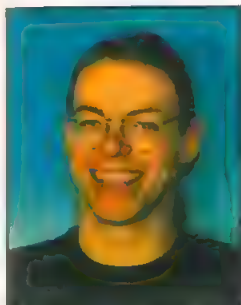
My orders were clear. Defend the bridge at all costs against a horde of ferocious Orks.

Given the tactical finesse that Orks are famous for, I expect nothing less than a solid wall of Orks charging towards me. All Adrian needs to do is to get one intact mob into my deployment zone and he'll get five victory points (VPs). This is a large amount of points and could easily swing the battle in Adrian's favour, so stopping his advance has to be my priority. In order for me to get 5 VPs I have to kill at least twenty-five greenskins. With this in mind, I'll deploy my forces across the whole of my side of the battlefield. A long thin line of troops isn't my favourite set up but I have a large area to defend with only a few men so I have little choice.

The one advantage of a wide deployment is that you can often catch the enemy in your crossfire. What this means is that an Ork hiding behind a wall may be in hard cover to Squad Lazarus' bolters, but will often be in the open to Squad Typhon, Brutus or Cleon. Those hiding from each squad can usually be fired at by another squad. Few pieces of cover offer all-round protection so your crossfire denies the enemy hiding places and you can shoot them to pieces.

The Ork dreadnought poses slightly more of a problem than the mobs as all I have that can deal with it are my missile launchers. I expect these to be prime targets for the Orks but they need good fire arcs to be useful, so I placed them prominently, covering as much of the battlefield as I could.

Rather than using frag missiles against the mobs, I intend to concentrate my missile fire against the dreadnought until it is no longer a threat. I placed my flamers to cover the approaches to my lines in case the Orks tried anything sneaky. The rest of my troops were armed with bolters so I put them in positions where they would be able to see most of the advancing Orks.

Finally, as I was defending a fixed position, I would try to move as little as possible in order to maximise my use of rapid fire. This new rule allows Space Marines to fire twice if they don't move at all in their turn. The Orks only outnumbered me three to one so my main worry now was whether I'd brought along enough ammo for my bolters!

Battle Squads Lazarus and Cleon of the Blood Angels Space Marines.

Grugnat's Goff Ork Mob.

ORK BATTLE PLAN
(Adrian Wood)

"Da boss sez go skrunch up the humies an' let 'em know the rest of uz is comin', grab da bridge an' 'old it until dey get 'ere. You've got a Dreadnought, two mobz of reel hard Goff Orks and four mobz of sneaky Gretchin so you should be able to smush anyfing that's dumb enough to get in yer way."

"Splat as many of da gurly humies as ya can, but don't get yerselves too smashed up an' don't get da Dreadnought trashed. Get a mob or da dread close to da bridge to 'old it."

I have been looking forward to fighting some of the Battle for Armageddon scenarios from the new Warhammer 40,000 boxed set and when Jake challenged me to Mission Three, The Battle for the Bridge, I jumped at the chance.

I decided to play the Orks as they are one of the most colourful and varied armies of the 41st millennium and have a special place in my heart. I usually field an 3000 point Ork army with a broad selection of different troops for different jobs on the battlefield so the fixed army list given in the mission would prove quite a challenge to use effectively.

From the set-up I can see that this scenario is going to be pretty hard on the Orks. All the Marines have to do to win is sit tight in hard cover and rapid fire at me in order to inflict as many casualties as possible as I advance. This is potentially devastating to all of my mobs but particularly the Gretchin who are simply not as tough or resilient as Orks and are likely to sustain heavy casualties.

My battle plan is probably as simple as it could be. Run hell for leather over to the other side of the battlefield and either charge into close combat, or fire en masse at individual Space Marine squads. As Space Marines are so hard to kill, you always need to mass your fire against them to have a hope of causing any damage. The Orks do, however, outnumber the Space Marines three to one and I only need a single unbroken squad of six or more models in the Space Marine's deployment area to gain 5 VPs, more than enough to swing the battle in the Orks favour.

In this game it will be crucial to keep a careful eye on every last victory point. The more I play using the new victory point system the more I become aware of its importance. This is particularly true during the last turn of a battle in which both sides have already achieved their mission objective and often just have to sit tight or establish a fire base. A scenario can be won or lost with the victory points you get for rallying broken troops or reducing a squad to fifty percent of its starting strength.

Scumbo's Gretchin mob.

The new card buildings look great when laid out on the table and they'll also provide my boyz with lots of hard cover. The additional trees and undergrowth we added to the scenario create extra blind spots that should allow my mobs to run forward virtually unseen.

Initially, I deployed as far forward and as spread out as possible to avoid the Space Marines' frag missiles. I was aware of the lethality of explosives against closely grouped targets so the mobs made full use of their 2" squad coherency.

The cover on my left flank gives Grot's Gretchin the best chance of making it across the battlefield intact (to pick up the 5 VPs). However, if either of the Ork mobs can close assault the Space Marines they stand a pretty good chance of killing enough to gain some extra VPs, but of course they have to get there first...

My dreadnought, da Krusher, takes pride of place in the centre of my battleline. Da Krusher has the only long range weapons in my army and the best ballistic skill, so this position gives it the most things to shoot at. I might use it to soften the Space Marines up or perhaps to interfere with their overwatch should they choose to try and catch the mobs as they charge forward. I also think that it will attract the attention of the Space Marines with missile launchers who have the only weapons with the range and the power to penetrate da Krusher's thick armour. At this stage I don't consider it wise to move the dreadnought forward to achieve the mission objective. There are more than enough mobs to do that.
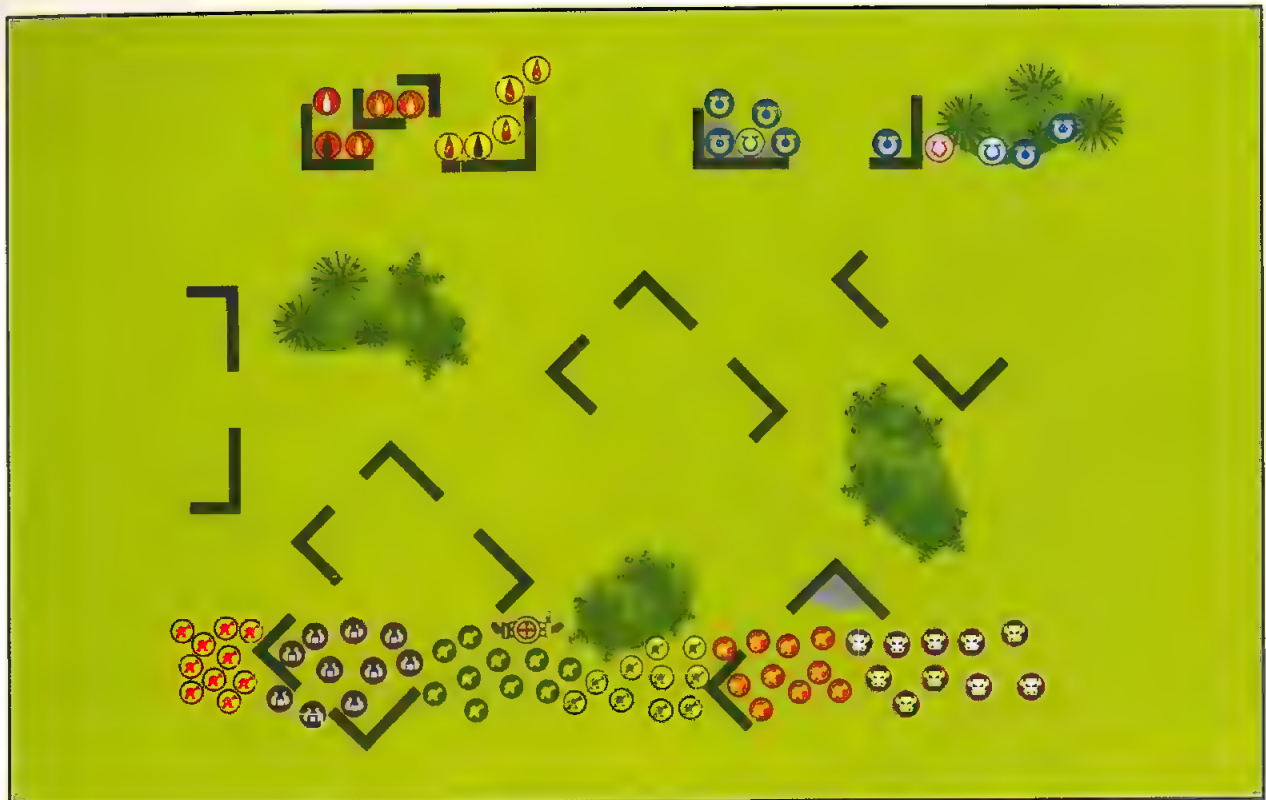
THE SPACE MARINES

BLOOD ANGELS TACTICAL SQUAD

All Space Marines are equipped with Mk 7 power armour, bolt pistol, frag grenades, and weapons as noted below.

Battle Squad Lazarus

- Sergeant Lazarus: Chainsword.
- 3 Marines: Boltgun.
- 1 Marine: Flamer.

Battle Squad Cleon

- Brother Cleon: Boltgun.
- 3 Marines: Boltgun.
- 1 Marine: Missile Launcher.

ULTRAMARINE TACTICAL SQUAD

All Space Marines are equipped with Mk 7 power armour, bolt pistol, frag grenades, and weapons as noted below.

Battle Squad Typhon

- Sergeant Typhon: Chainsword.
- 3 Marines: Boltgun.
- 1 Marine: Flamer.

Battle Squad Brutus

- Brother Brutus: Boltgun.
- 3 Marines: Boltgun.
- 1 Marine: Missile Launcher.

THE ORK HORDE

Grugnat's Mob

Ten Orks armed with bolt pistol, axe, frag stikkbomz and flak armour.

Snikbog's Mob

Ten Orks armed with bolt pistol, axe, frag stikkbomz and flak armour.

Grit's Mob

Ten Gretchin armed with autoguns.

Grot's Mob

Ten Gretchin armed with autoguns.

Scumbo's Mob

Ten Gretchin armed with autoguns.

Fergit's Mob

Ten Gretchin armed with autoguns.

Da Krusher

One Ork Dreadnought armed with two power claws, lascannon and a heavy bolter.
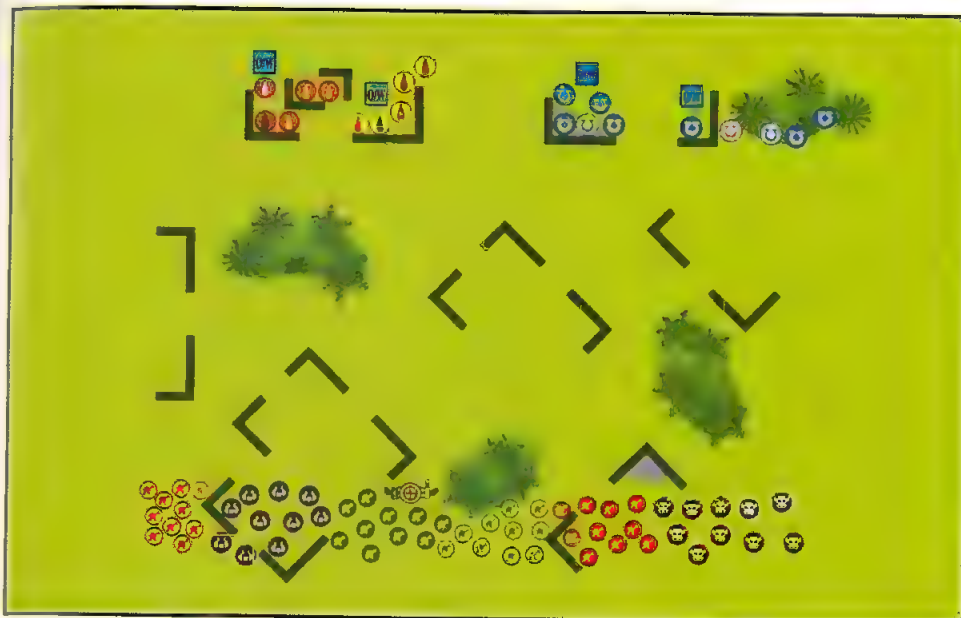
SPACE MARINES TURN 1

SPACE MARINES TURN 1

To determine who moves first in the new Warhammer 40,000 each side rolls a six sided dice and adds their Strategy Rating to it. With a Strategy Rating of 5 compared to the Orks' 3, I definitely had the advantage here. The Space Marines seized the initiative and went first.

Given their objective I was confident that the Orks would close the range fairly quickly. My mission was to sit tight and blow away the Orks as they raced forwards, and not charge recklessly into hand-to-hand combat where the Orks' numbers would be to their advantage. My troops were set up in the best cover on the board and I saw no reason to leave it. Consequently I placed all four of my squads on overwatch and waited for the Orks to come to me.

This decision meant that many more of the Space Marines would get to fire (all of their bolters started out of range) and the Orks might waste their movement hiding and using cover rather than just piling forward. Although I could see the dreadnought with my missile launcher from the beginning of the turn, I decided to hold my fire. By using overwatch I would still get to fire before it did.

Under the new rules, overwatch is declared for whole squads rather than for individual models. This meant that my bolter fire would all be wasted if I fired the missile launcher in my turn as I wouldn't be able to put the rest of the squad on overwatch. Toasting the dreadnought would have to wait till the Orks' turn.

ORKS TURN 1

Facing Space Marines on overwatch, the Ork mobs nevertheless surged forward as far as they could.

Grugnat's mob ran forwards amid a hail of bolter fire from the overwatching Squad Brutus. The Orks dived into the cover of the ruins, the bolter fire chewing up the ground around them. The old walls shook as explosive rounds thudded into them, but no one was hit.

Battle Squads Typhon and Brutus of the Ultramarines Chapter of Space Marines.

ORKS TURN 1

blinding flash, the weapon had misfired, showering the squad with debris. "Fawlty kit", Grugnat smirked.

Although the missile launcher had been destroyed, both of the Space Marines caught in the blast passed their saving throws thanks to the high quality of Space Marine power armour. However, Jake was now down to one missile launcher and my dreadnought hadn't even been scratched.

As Scumbo's Gretchin ran forward, two fell to overwatch fire from Squads Cleon and Brutus. The heavy weapons

Suddenly Grugnat looked up through a gap in the wall and found himself staring down the barrel of Squad Cleon's missile launcher. With growing fear, he realised that an explosion in the confined space of the building would be lethal and that it was too late to run. Pressing his fingers to his ears and closing his eyes, Grugnat's short, brutal life flashed before him as he waited for the end.

The explosion seemed very far away and Grugnat was still breathing. He cautiously opened an eye and saw a plume of smoke rising from the ruins where the Blood Angel armed with the missile launcher had been taking cover. With a

trooper in Squad Brutus fired a super krak missile at da Krusher. The missile streaked in and the massive machine was engulfed by a huge explosion. The fireball obscured it for a moment but as the smoke cleared da Krusher could be seen still standing, a little scorched, but undamaged. At this range (over 24") the penetration of the missile had been reduced by 1 and the armour proved too hard to get through. The dreadnought now swivelled its lascannon and a vivid beam of light pulsed across the battlefield towards Squads Cleon and Brutus. However, the Space Marines were firmly concealed amid the ruins and the dreadnought failed to hit anything.

The Ork horde charges towards the Space Marine position.

SPACE MARINES TURN 2

SPACE MARINES TURN 2

As I'd predicted, the Orks had charged forward in one long line. Although my overwatch had been rather disappointing, the greenskins still offered a huge and inviting target for my bolters. The Orks were obviously eager to die so I obliged them.

Squads Typhon and Brutus began the carnage by mowing down five of Snigbot's mob. Spattered with the green blood of their comrades, the rest of the mob fled into the cover of the jungle. One VP to the Space Marines for killing half of the Ork mob.

My other troopers were all closest to Scumbo's mob, so everyone who could see them poured their fire into the hapless Gretchin. The rapid fire of the Space Marines killed all except their leader, Scumbo himself, who resolutely refused either to die or break!

The surviving missile launcher with Squad Brutus hit the dreadnought again, and once more, the missile failed to penetrate its armour because of the long range.

Despite my inability to harm da Krusher this was a much better turn. Twelve kills and a Goff mob broken.

In the centre, Grit's and Fergit's mobs suffered no ill effects from the overwatch fire as they crossed the open ground between them and the safety of cover.
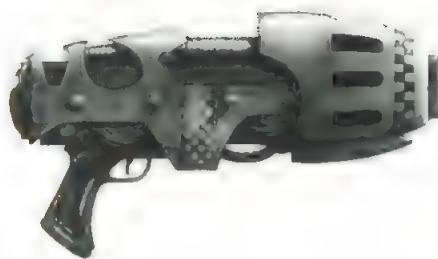
On the right, Snikbog's Orks ran forward through the jungle towards Squad Typhon. Concealed amongst the foliage ahead, the Space Marines looked like easy meat for the Goffs' axes, and as if in confirmation of their fate, the burst of overwatch fire from Squad Typhon failed to hit a single one of Snikbog's mob. Howling their battlecry, the Orks readied their weapons and prepared to charge their foes.

On the left flank, Grot's mob moved into the relative safety of the building in front of them. They could now use the walls as cover for the next two turns in order to run forward. Unless they were ambushed in the meantime they would be able to charge into the Space Marines' deployment zone in the last turn.

TURN 1 VICTORY POINTS

SPACE MARINES 0 POINTS

ORKS 0 POINTS

ORKS TURN 2

ORKS TURN 2

Scumbo's Gretchin had taken something of a hammering and Snikbog's Orks had paused to pull themselves together, but the Orks didn't care. Despite these minor setbacks the rest of the mobs surged forward.

Grot's mob continued to dash from cover to cover, while Grugnat's Orks ran up behind the relative safety of the trees in front of Squad Lazarus. Grit's mob took cover behind a wall whilst Fergit's Gretchin presented themselves in the open to draw the Space Marines' fire.

In a courageous, if not stupid display of bravado, the lone Scumbo advanced on Squad Cleon to wreak terrible revenge for his fallen comrades. Needless to say autoguns, unless used in large numbers, are pretty feeble against Space Marine power

armour and Scumbo didn't even hit the Space Marine anyway. Scumbo was in deep trouble!

Da Krusher remained where he was, taking advantage of the fact that he was over 24" away from the opposing missile launcher. Firing at Squads Cleon and Brutus, both the heavy bolter and the lascannon failed to hit.

My plan to use the dreadnought as a firebase was failing miserably. I could, however, use it to charge into close combat with Squad Cleon over the next two turns, in an attempt to draw the missile launcher's fire away from the mobs. Snikbog's Orks had rallied and needed a distraction such as a charging dreadnought to help them to edge forward towards the enemy again. Even though the Orks could not reach the deployment zone in time they could try to get VPs by wiping out Squad Typhon.

TURN 2 VICTORY POINTS

SPACE MARINES 1 POINTS

ORKS 0 POINTS

Scumbo – the recklessly brave Gretchin – advances into the teeth of the Space Marines.

SPACE MARINES TURN 3

SPACE MARINES TURN 3

All along the line the horde of greenskin scum was getting closer. I had hoped to be able to bring Squad Typhon around to reinforce the centre, but the Orks they'd broken last turn rallied immediately and even now were on their way back into the fray. My only movement was to improve my fields of fire by swapping the positions of Squad Typhon's flamer-armed trooper and one armed with a bolter. All of the Space Marines' weapons opened fire once more.

Scumbo was the last of his mob, so killing him was now worth 2 VP. He was rather foolishly standing in the open so troopers from Squad Lazarus saw to it that he wouldn't have the chance to pass another Break test. Fergit's mob too was marked for death, with six of them going to meet their disgusting alien gods. Fergit was, however, totally unimpressed and passed the Break test easily. Yet again Adrian's dice rolls came to his rescue.

Having seen the ineffectiveness of the dreadnought I considered fragging one of the tightly packed herds of greenskins with my missile launcher. The dreadnought was too far away to reach my deployment zone and I didn't think that it could do too much damage as my men were all in hard cover. On the other hand, Adrian's spawny dice rolls for his Break tests had kept all of his mobs moving forward and four of them still had enough greenskins left in them to claim the 5 VPs for getting to my deployment zone.

My choice was made for me when I took a models-eye view. My missile launcher couldn't see enough of any of the mobs to shoot at – just the tops of some spiky helmets – so I fired a super krak at the da Krusher. The missile streaked in and smashed into one of the dreadnought's weapon arms tearing it apart. Exploding ammo crackled around the smoking machine as heavy bolter shells rained down around it. Fighting

desperately for control, the Gretchin pilot was fried by a massive electric shock as explosions flashed back to the cramped cockpit and the dreadnought went berserk.

By the end of the turn I'd killed eleven more of the Orkish scum and toasted the dreadnought. Grit's and Grugnat's mobs each had two of their number killed, but as these were the first casualties they had suffered neither had to take a Break test. My marines reloaded their weapons and checked in on the comm-net. Still no casualties and only one turn to go.

ORKS TURN 3

So much for my plan to charge the dreadnought towards the enemy ranks! Da Krusher span around, out of control, and ran smack into a wall shooting wildly with it's remaining lascannon. The Space Marines of Squad Cleon who were its nearest target were only saved by the ruins they were cowering in.

Grugnat's Orks charged towards Squad Lazarus, falling short by a few inches. They now faced the flamer which could easily burn through flak armour regardless of the 5 or 6 save it afforded from area effect weapons. However, if Grugnat and his boyz were to make it into close combat next turn they had to cross the open ground in front of their enemies. Even if they held back there would be no escape from the flamer or from frag grenades thrown by the Space Marines.

Fergit's mob ducked into cover for a turn, hopefully to redeploy and open fire at close range during Turn 4. I wasn't going to make the same mistake as I had done with Scumbo and leave 2 VPs for the Space Marines to snap up. I wouldn't sacrifice these heroic Gretchin who had spectacularly passed a Break test (as had almost every Gretchin mob in the game so far!). Grit's mob now presented themselves as decoys to draw the missile launcher away from Snikbog's Orks who had now moved up into cover behind a wall and would possibly be visible to long-range weapons fire.

All now rested on the last two player turns. The Space Marines would continue to try to fend off the Ork charge but as long as Grot's mob could survive the Space Marines next turn, 5 VPs would be mine!

TURN 3 VICTORY POINTS

SPACE MARINES 4 POINTS

ORKS 0 POINTS

ORKS TURN 3

SPACE MARINES TURN 4

The stubborn refusal of the Orks to lie down and die on cue was becoming rather worrying. This was my last turn and an awfully large number of the orkish filth were still alive.

In order to stop the Orks getting the 5 VPs for reaching my deployment zone I had to break, or reduce to less than six, Grugnat's Orks and Grot's and Grit's Gretchin mobs. Three mobs to destroy in one turn was difficult but by no means impossible. Calling upon the Emperor, the Ultramarines and Blood Angels advanced from cover to get as many shots as possible at the greenskins that weren't cowering out of sight.

Squad Brutus's missile launcher fired a frag missile at Snikbog's Orks who weren't in as much cover as they thought. Three of them were blown to pieces by the blast and the remaining two cowered out of sight. By this stage I expected nothing less than for them to pass their break test which they duly did. This was especially annoying because their failure to pass would have caused them to be removed as casualties (broken with less than 25% remaining) gaining me a VP.

The troopers of Squads Typhon and Brutus all opened fire with their bolters but somehow only managed to kill a single Gretchin between them. I was not impressed at all and began to wonder about their spiritual purity.

My right flank lay down a storm of bolter fire which reduced Grugnat's mob to 50% for which I got another 1 VP. This also stopped them from claiming the 5 VPs for getting into my deployment zone.

Squad Lazarus' flamer finally got into action torching the charging Goffs. Flames licked around the burning Orks as they ran about on fire, trailing greasy smoke. Two were killed and one of the survivors was left ablaze. Predictably, they also passed their Break test!

To my frustration Grot's mob walked through the bolter fire as if it wasn't there and survived without a scratch. Grit's mob had more of its number mown down, reducing it to only three, but yet again they passed their Break test!

ORKS TURN 4

All the mobs remained steady during the Space Marine turn despite the horrendous casualties the flamer had inflicted. Even the Gretchin proved as cool as ice. Grot's mob charged forward, a lone Gretchin sacrificing himself by entering close combat with Squad Lazarus' Sergeant so as to allow the rest of the mob to charge into the deployment zone. The Sergeant made short work of him but the Orks had achieved their objective! Five VPs each. Now all I needed to do to win was kill three Space Marines from one squad.

SPACE MARINES TURN 4

Grot's mob charge forward into the Space Marines' deployment zone.

The burning Ork in Grugnat's mob promptly dropped dead and the surviving two Orks passed yet another Break test! This was just as well as they would both have been removed as casualties if they had failed. Squad Lazarus stood amazed as the unstoppable Orks charged into them.

Having already passed a Break test that turn the Orks would not need to take another if, for instance, an Ork died in close combat. The Space Marines would gain no victory points unless both Orks were killed in the fighting.

Before the Space Marines could react to the threat, da Krusher intervened. The crippled dreadnought let fly a wild burst from its lascannon but only succeeded in blowing Grugnat himself into the arms of Gork and Mork! The remaining Goff was beaten back unharmed by his Blood Angel opponent. The Space Marine's bolt pistol had failed to penetrate the Ork's tough hide and again, the Orks were saved from defeat by the fall of the dice.

Snikbog's Orks were finally close enough to fire their bolt pistols and promptly killed two Space Marines from Squad Typhon. Fergit's mob now emerged from cover and along with Grit's mob also opened fire. Under such a hail of lead, normal troops would be cut to pieces by the sheer weight of fire. Not so the Space Marines who escaped untouched!

The game was over.

TURN 4 VICTORY POINTS

SPACE MARINES 5 POINTS

ORKS 5 POINTS

ORKS TURN 4

NOTES FROM THE RECLUSIAM
(Jake Thornton)

Next time Adrian, next time!

By the end of Turn 4, the bodies of over two-thirds of the Ork horde littered the battlefield . Forty-one greenskins lay dead or dying, the Ork dreadnought was crashing about wildly, shooting up its own side and I had lost only two Space Marines. To spoil this delightful image one measly mob of Gretchin had evaded the cleansing fire of my bolters and reached my deployment zone. Only one mob, but that was enough.

What went wrong? How could the subhuman scum have made it so far? I shall spend much time in the Reclusiam meditating upon this.

I think that my tactics were right in the circumstances though hindsight suggests that a heavy use of grenades in my last turn may have been more effective. My original idea had been that I would sit and fire for a couple of turns, then, as mobs broke and gaps appeared in the Ork line, I would redeploy forward. Gaps simply never appeared.

To my immense frustration Adrian only failed one of the five Break tests I forced his mobs to take, and even that mob rallied immediately. I don't know what Warboss Wood puts in their fungus beer but it makes those Gretchin unstoppable.

From my side of the table the Orks did much as expected with the single exception of the dreadnought. Da Krusher hung about at the back shuffling its feet nervously and served only to draw the fire of my missile launcher. The horrible possibility of having to deal with the dreadnought in hand-to-hand combat never arose and that was fine by me, but perhaps not Adrian's best plan.

All things considered I think that I fulfilled my brief fairly well. The Ork assault had been shot to pieces and the Space Marines were still in place. This time was a draw but next time there would be no mercy.

'ERE WE GO 'ERE WE GO!
(Adrian Wood)

In hindsight, I now realise how close to victory the Orks were. However, had it not been for some amazing dice rolls, particularly for the Break tests, things could have been very different. The advance, en masse, of the Ork forces certainly tied up Jake's Space Marines on all fronts so that he just couldn't cover Grot's Gretchin creeping round the side into his deployment zone.

Losing Scumbo was a stupid error. As I said at the beginning, you must not give away points to the enemy like that. In the end I wasted an ice-cool Gretchin and, more importantly, 2 VPs! Fergit's mob was a good example of avoiding the complete loss of a squad which has been badly mauled. Even though they inflicted no casualties themselves in the last turn at least they were still in the battle to try.
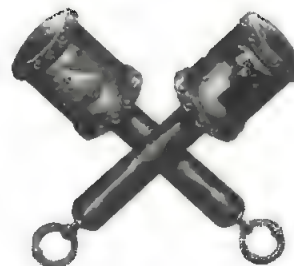
Da Krusher seemed to do very little in the way of actual combat. The only time he managed to hit anything was in the last turn when he killed Grugnat. He did attract a lot of fire from the surviving heavy weapon when the Space Marines could have been punching great holes in the Ork attack and this was what I had intended from the start. At least he didn't grind to a halt completely and give Jake another victory point.

On the whole the favourite Ork tactic of using their considerable numbers to swamp an enemy worked really well. Space Marines excel in either lightning raids or, as this scenario demonstrated, digging their heels in and relying on their superiority at arms. However, there are only ever a handful of them and they are susceptible to being overwhelmed. The tactic worked well and even though I didn't win I certainly gave *"da gurly Space Marines somefing to fink about!"*

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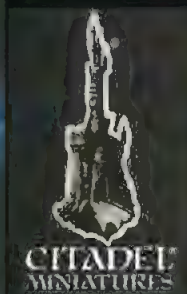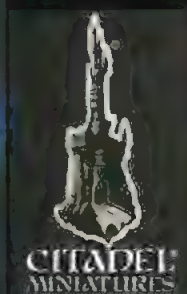
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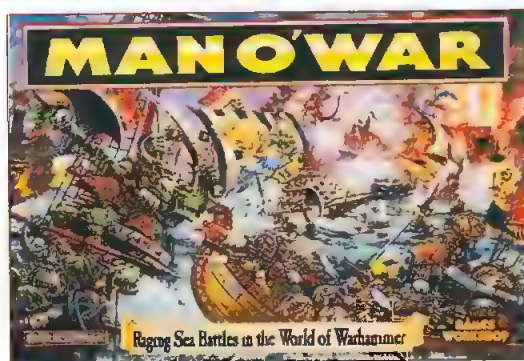
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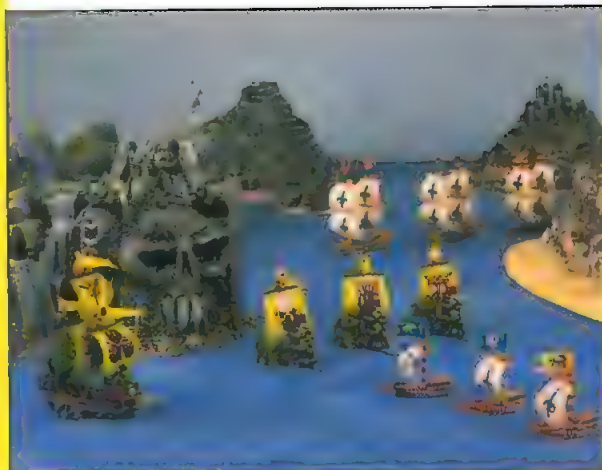
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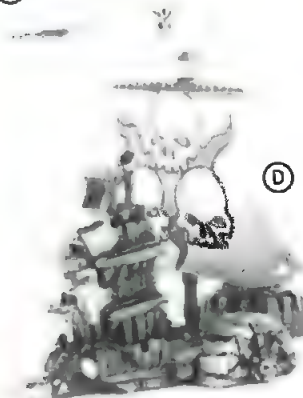
CATAPULT TOWER
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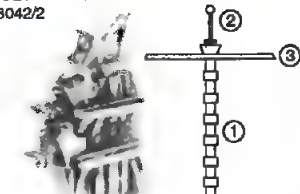
HULL
8042/1

PADDLES
8042/3

THE COMPLETE
NURGLE PLAGUE CRUSHER
CONSISTS OF:
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1 x CATAPULT TOWER
2 x PADDLES

Ⓓ
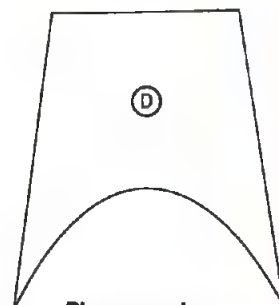
Plaguecrusher
Masts: one 1, one 2
Yard: one 3

PLAGUE SHIP

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HULL
8041/1

THE COMPLETE
NURGLE PLAGUE SHIP
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1 x AFT CASTLE
1 x FORECASTLE
2 x PADDLES
3 x PLAGUE CATAPULT
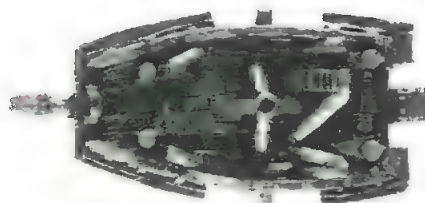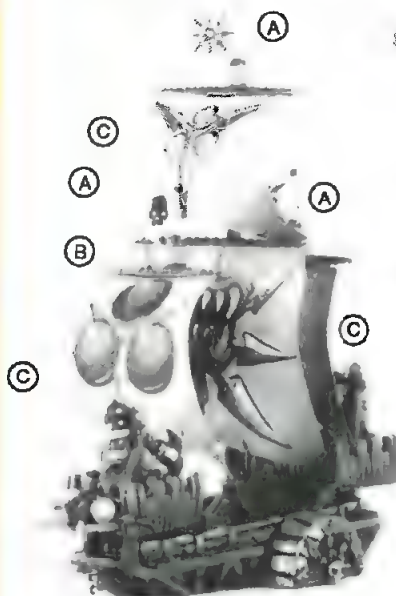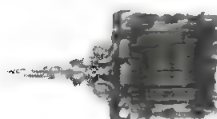
FORE CASTLE
8041/4

PADDLES
8041/3

PLAGUE CATAPULT
8041/5
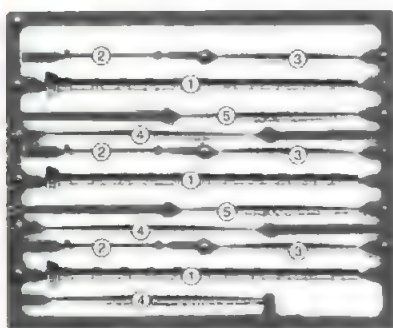
AFT CASTLE
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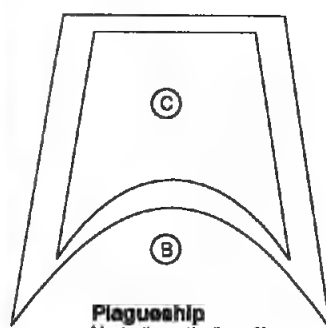
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Yard: three 3's, one 5
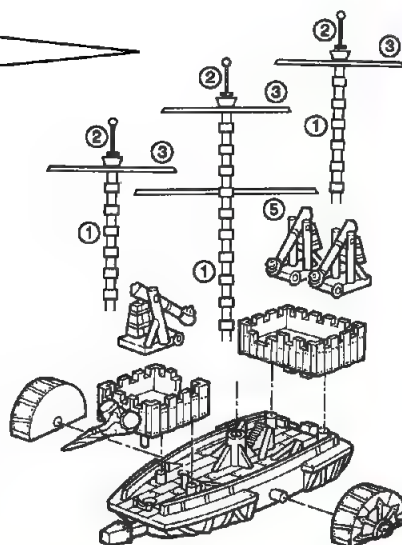
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MAST SPRUE**
MOWPLA/2

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1 x MAIN TOWER
2 x SMALL TOWER

MAIN TOWER
78043/2

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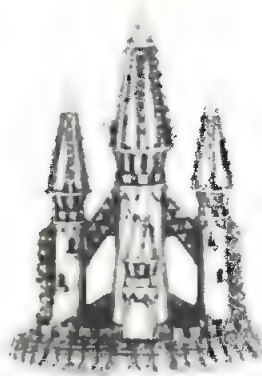
TOWER BASE
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EXAMPLE OF COMPLETED BANETOWER OF TZEENTCH
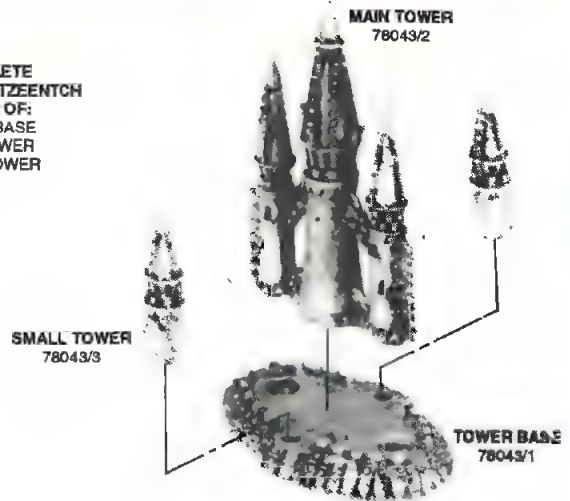
GREAT WINGED TERROR OF TZEENTCH

Ⓑ

Ⓐ
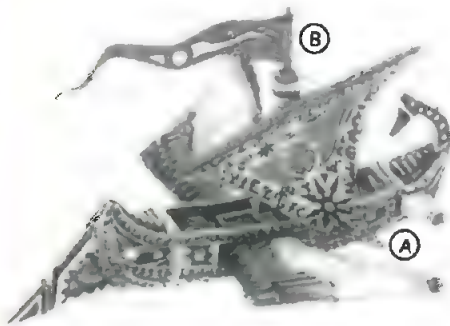
EXAMPLE OF COMPLETED GREAT WINGED TERROR OF TZEENTCH
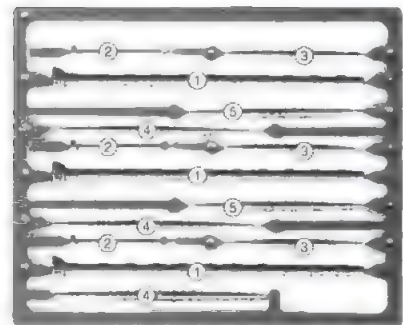
MAN O' WAR PLASTIC MAST SPRUE
MOWPLA/2

Ⓐ

Great
Winged
Terror Sail

**THE COMPLETE GREAT
WINGED TERROR OF TZEENTCH
CONSISTS OF:**
1 x PROW
1 x HULL
1 x STERN

Great Winged Terror
Masts: one 1, one 2
Yard: one 4
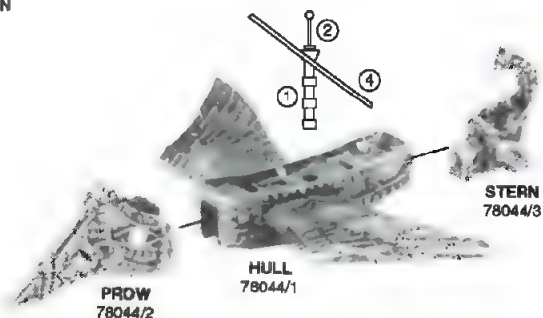
② ④ ①

Great Winged Terror
Pennant

Ⓑ

STERN
78044/3

HULL
78044/1

PROW
78044/2

THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.
THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY.

Designed by Norman Swales

NORSE WARSHIPS

NORSE LONGSHIP

Longship
Masts: one 1, one 2
Yard: one 5

Ⓐ

Ⓑ
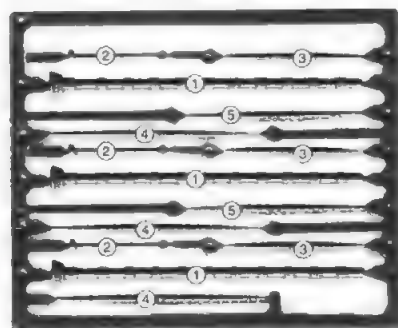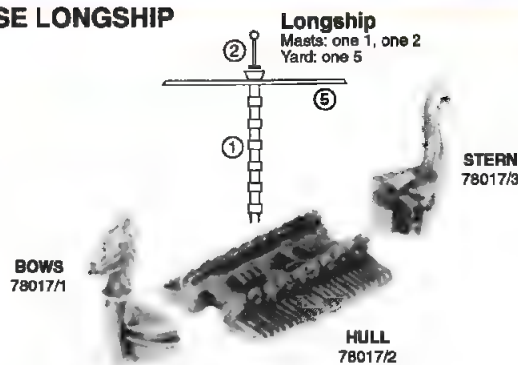
STERN
78017/3

BOWS
78017/1

HULL
78017/2

THE COMPLETE
NORSE LONGSHIP
CONSISTS OF:
1 X BOWS
1 X HULL
1 X STERN
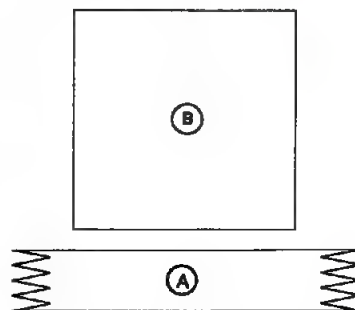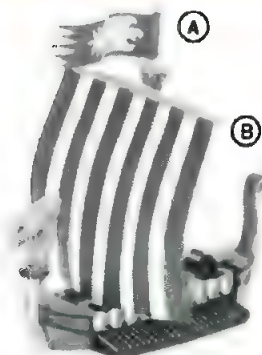
Ⓑ

MAN O'WAR PLASTIC MAST SPRUE MOW PLA/2

Ⓐ

THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.
THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
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NORSE KINGSHIP

Kingship
Masts: one 1, one 2
Yard: one 4

STERN
78018/3

HULL
78018/2

BOWS
78018/1

Ⓐ

Ⓑ

Ⓑ
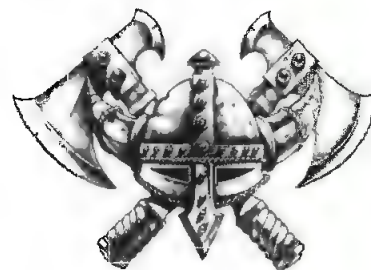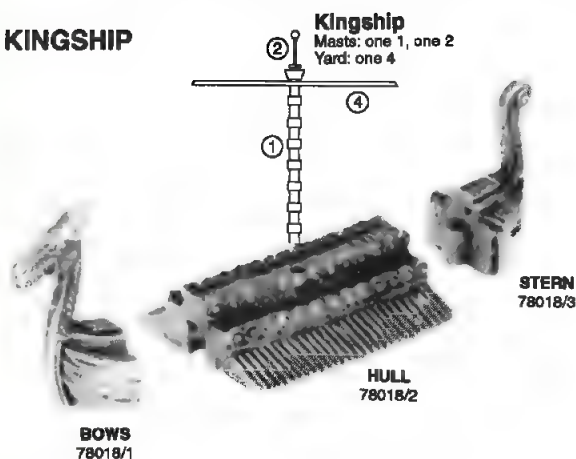
THE COMPLETE
NORSE KINGSHIP
CONSISTS OF:
1 X BOWS
1 X HULL
1 X STERN
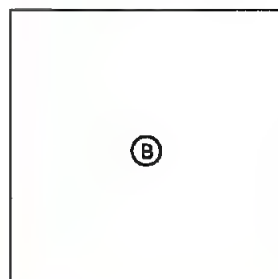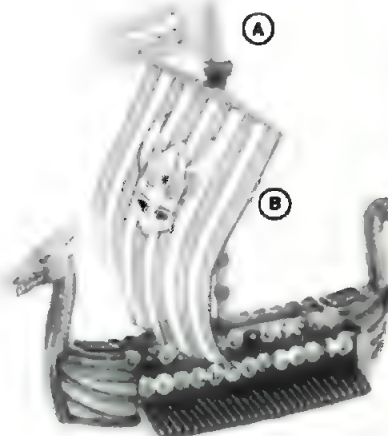
Ⓐ

THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.
THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY.

Designed by Norman Swales with Michael Perry

CITADEL
MINIATURES

ORC WARSHIPS

BIGCHUKKA

THE COMPLETE BIGCHUKKA CONSISTS OF:
1 x HULL
1 x CHUKKA

(A)

Masts: one 1, one 2
Yard: one 3

BIGCHUKKA CHUKKA
078033/2

(C)

②
③
①

BIGCHUKKA HULL
078033/1

DRILLA KILLA

THE COMPLETE DRILLA KILLA CONSISTS OF:
1 x HULL
1 x TREADWHEEL

(A)

Masts: one 1, one 2

②
①

DRILLA KILLA TREADWHEEL
078032/2

(D)

DRILLA KILLA HULL
078032/1

ORC HULK

(A)

ORC HULK HULL
078031/1

(B)

ORC HULK CHUKKA PLATFORM
078031/5

ORC HULK IRON CLAWZ
078031/4

THE COMPLETE ORC HULK CONSISTS OF:
1 x CHUKKA PLATFORM
1 x SMASH HAMMER
2 x IRON CLAWZ
2 x CHUKKA
1 x HULL

Hulk
Masts: one 1, one 2
Yard: one 4

②
④
①

ORC HULK SMASH HAMMER
078031/3

ORC HULK CHUKKA
078031/2

② ① ③
④ ① ⑤
② ④ ③
② ① ③
② ④ ⑤
① ③
④

MAN O' WAR PLASTIC MAST SPRUE   MOW PLA/2

(B)

(C)

(A)

(D)

THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.
THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY.

Designed by Kev Adams and Norman Swales

HOBGOBLINS

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

**HOBGOBLIN
BIG BOSS 1**
75860/4

**HOBGOBLIN
BOSS 1**
75860/3

**HOBGOBLIN
DRUMMER**
75860/2

**HOBGOBLIN
STANDARD BEARER 1**
75860/1

**HOBGOBLIN
BIG BOSS 2**
75860/8

**HOBGOBLIN
STANDARD BEARER 2**
75860/5

**HOBGOBLIN
BOSS 2**
75860/7

**HOBGOBLIN
TRUMPETER**
75860/6

Designed by Alan Perry

MARK GIBBONS

CITADEL
MINIATURES

HOBGOBLINS

ARCHERS

HOBGOBLIN
ARCHER 1
75855/1

HOBGOBLIN
ARCHER 2
75855/2

HOBGOBLIN
ARCHER 3
75855/3

HOBGOBLIN
ARCHER 4
75855/4

HOBGOBLIN
ARCHER 5
75855/5

HOBGOBLIN
ARCHER 6
75855/6

HOBGOBLIN
ARCHER 7
75855/7

HOBGOBLIN
ARCHER 8
75855/8

WARRIORS

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

HOBGOBLIN
WARRIOR 1
75850/1

HOBGOBLIN
WARRIOR 2
75850/2

HOBGOBLIN
WARRIOR 3
75850/3

HOBGOBLIN
WARRIOR 4
75850/4

HOBGOBLIN
WARRIOR 5
75850/5

HOBGOBLIN
WARRIOR 6
75850/6
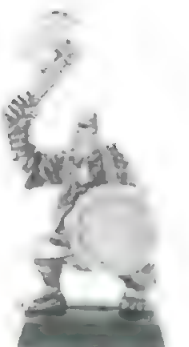
HOBGOBLIN
WARRIOR 7
75850/7
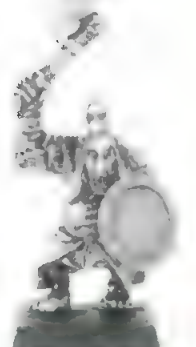
HOBGOBLIN
WARRIOR 8
75850/8

Designed by Alan Perry

CITADEL MINIATURES

CITADEL MINIATURES

CHAOS DWARFS

CHAOS DWARF LORD ON GREAT TAURUS

THE COMPLETE CHAOS DWARF
LORD ON TAURUS CONSISTS OF:
1 x LORD
1 x BACK BANNER
1 x LEFT WING
1 x RIGHT WING
1 x LEFT TORSO OF TAURUS
1 x RIGHT TORSO OF TAURUS
1 x HEAD OF TAURUS

EXAMPLE OF COMPLETED LORD ON GREAT TAURUS

CHAOS DWARF
BACK BANNER 1
0833/7

CHAOS DWARF
LORD ON TAURUS 1
0833/1

LEFT TORSO 1
0833/4

TAURUS HEAD 1
0833/2
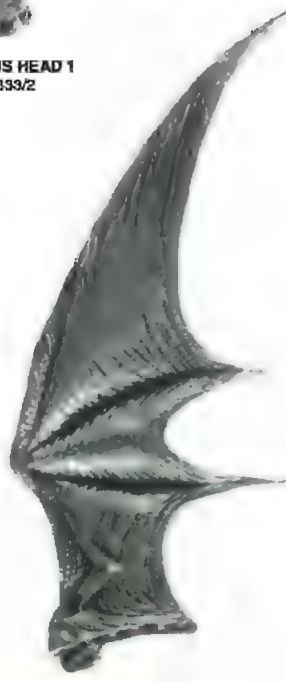
RIGHT TORSO 1
0833/3

LEFT WING
0833/5

RIGHT WING
0833/6
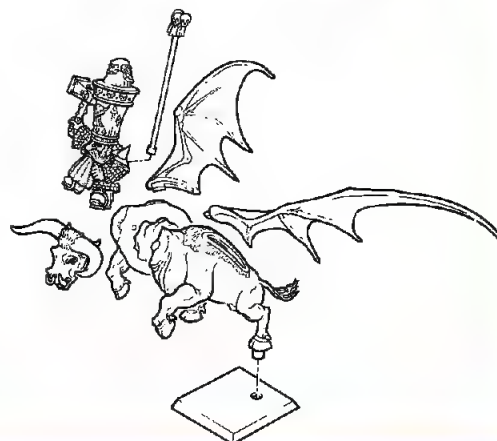
Designed by Alan Perry

CITADEL
MINIATURES

EMPIRE

EMPEROR RIDING THE WAR GRIFFON DEATHCLAW

THE COMPLETE EMPEROR
RIDING WAR GRIFFON
CONSISTS OF:
1 x EMPEROR
1 x BACK BANNER
1 x LEFT WING
1 x RIGHT WING
1 x GRIFFON'S LEFT SIDE
1 x GRIFFON'S RIGHT SIDE
1 x LEFT CLAW
1 x RIGHT CLAW
1 x TAIL

EMPEROR
KARL FRANZ
0835/1

EMPEROR'S
BANNER POLE
0835/2

EXAMPLE OF COMPLETED EMPEROR ON DEATHCLAW

LEFT CLAW
0835/6

RIGHT CLAW
0835/5
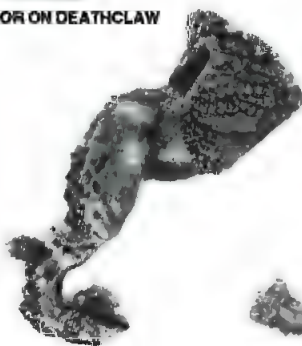
GRIFFON'S BODY
RIGHT SIDE
0835/4

GRIFFON'S TAIL
0835/7

GRIFFON'S BODY
LEFT SIDE 2
0835/3

RIGHT WING
0835/9

LEFT WING
0835/8

Designed by Trish Morrison and Michael Perry

MARAUDER MINIATURES

IMPERIAL HERO RIDING A PEGASUS

BACK REST
0826/4

IMPERIAL HERO
BODY
0826/1

SADDLE
0826/3

IMPERIAL HERO
LEGS
0826/2

THE COMPLETE IMPERIAL HERO ON A PEGASUS
CONSISTS OF:
1 X IMPERIAL HERO BODY
1 X IMPERIAL HERO LEGS
1 X SADDLE
1 X BACKREST
1 X PEGASUS LEFT WING
1 X PEGASUS LEFT SIDE
1 X PEGASUS RIGHT WING
1 X PEGASUS RIGHT SIDE

EXAMPLE OF IMPERIAL HERO RIDING A PEGASUS

PEGASUS
LEFT SIDE
0826/5

PEGASUS
RIGHT SIDE
0826/6

PEGASUS
LEFT WING
0826/7

PEGASUS
RIGHT WING
0826/8

THE COMPLETE ORC WAR WYVERN
CONSISTS OF;
1 x ORC SHAMAN RIDER
1 x WYVERN BACKREST
1 x WYVERN SADDLE
1 x WYVERN BODY
1 x WYVERN NECK
1 x WYVERN HEAD
1 x WYVERN TAIL
1 x WYVERN LEG
1 x RIGHT WING
1 x LEFT WING
1 x MONSTER BASE

RIGHT WING
0824/10
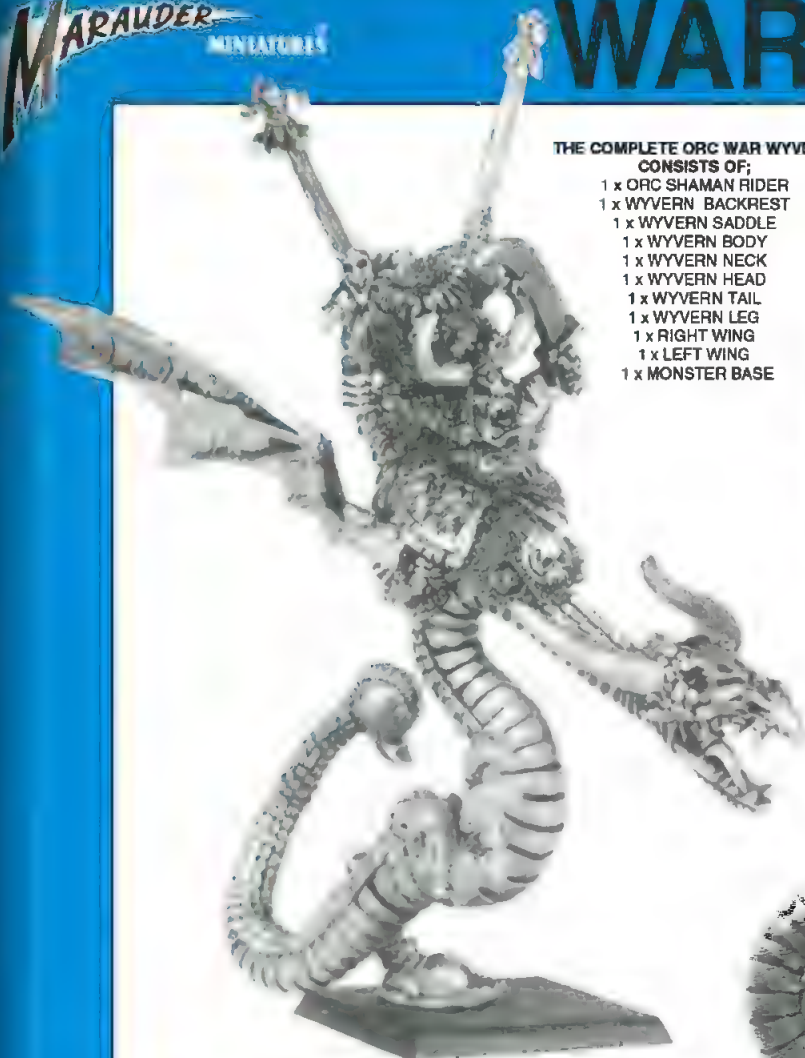
LEFT WING
0824/9

EXAMPLE OF A COMPLETED ORC WAR WYVERN

WYVERN TAIL
ORC 2/7
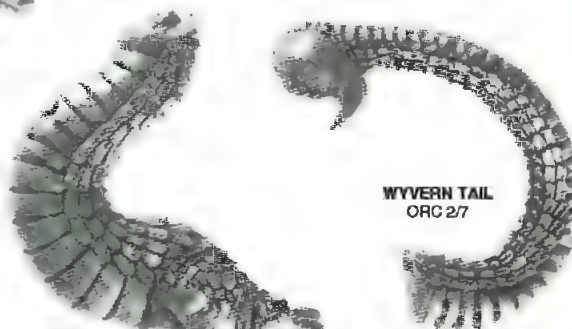
WYVERN BODY
ORC 2/4

WYVERN LEG
ORC 2/8

ORC SHAMAN RIDER
ORC 2/1

WYVERN BACKREST
ORC 2/2

WYVERN HEAD
ORC 2/6

WYVERN SADDLE
ORC 2/3

WYVERN NECK
ORC 2/5

CHAOS DWARFS

CHAOS DWARF SORCERER ON LAMMASU

THE COMPLETE CHAOS DWARF SORCERER ON LAMMASU CONSISTS OF:
1 x SORCERER'S BACKBANNER
1 x SORCERER
1 x LAMMASU'S RIGHT TORSO
1 x LAMMASU'S LEFT TORSO
1 x LAMMASU'S HEAD
1 x RIGHT WING
1 x LEFT WING
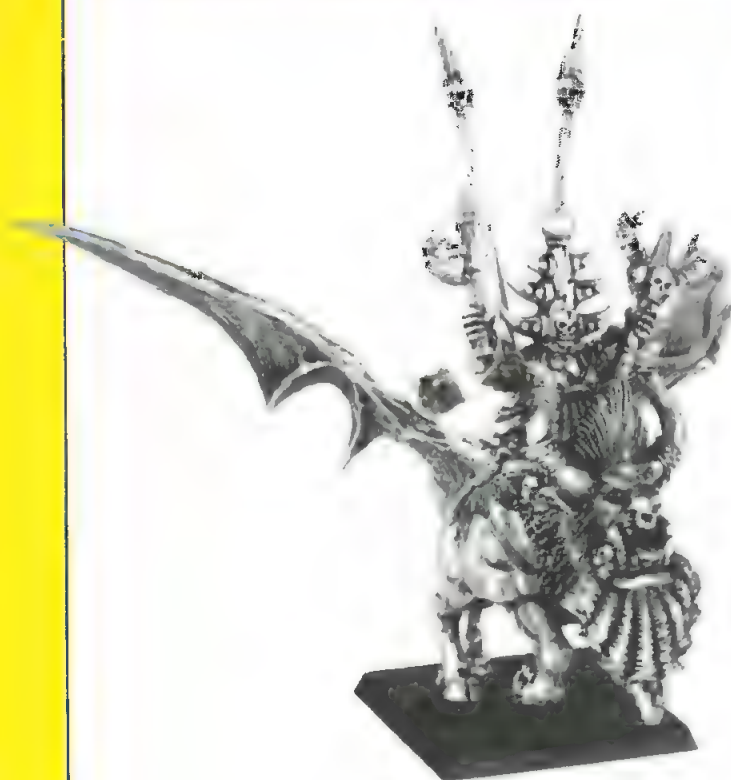
EXAMPLE OF COMPLETED CHAOS DWARF SORCERER ON LAMMASU

SORCERER'S BACK BANNER
0838/2

CHAOS DWARF SORCERER
0838/1

LAMMASU'S LEFT BODY
0838/5

LAMMASU'S RIGHT BODY
0838/4

LAMMASU'S HEAD
0838/3

LEFT WING
0838/6

RIGHT WING
0838/7
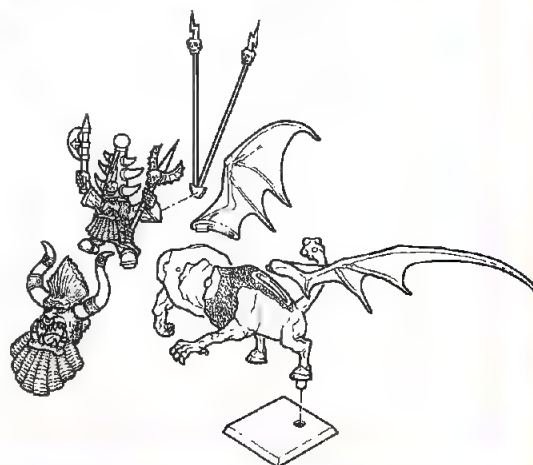
Designed by Alan Perry

MARAUDER MINIATURES

ELTHARION RIDING STORMWING

THE COMPLETE
ELTHARION RIDING STORMWING
CONSISTS OF:
1 x ELTHARION BODY
1 x ELTHARION LEGS
1 x GRIFFON BODY RIGHT SIDE
1 x GRIFFON BODY LEFT SIDE
1 x RIGHT CLAW
1 x LEFT CLAW
1 x RIGHT WING
1 x LEFT WING
1 x TAIL
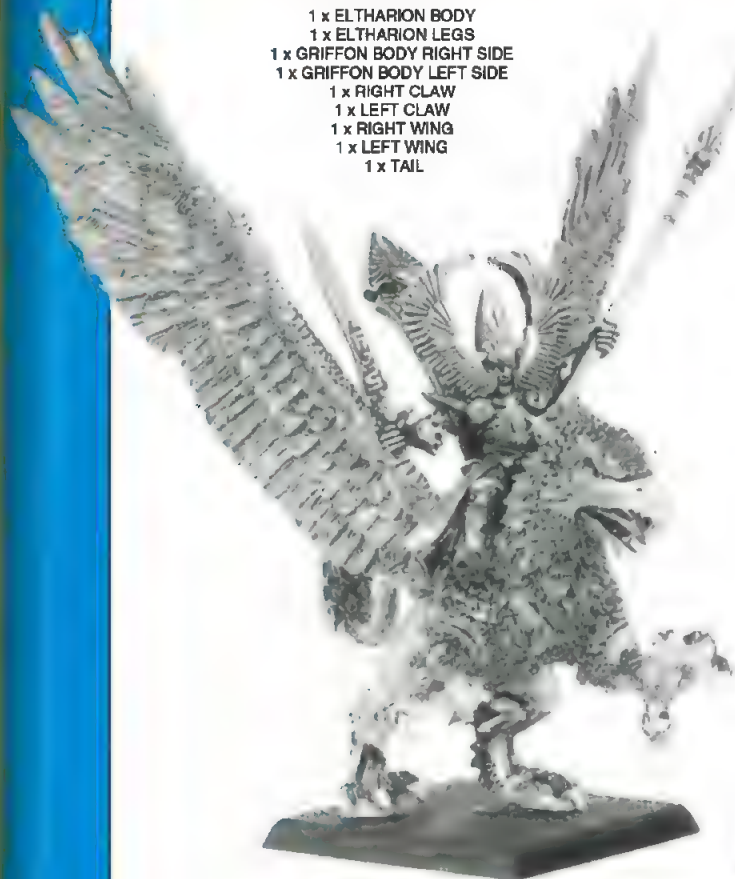
RIGHT WING
0822/9
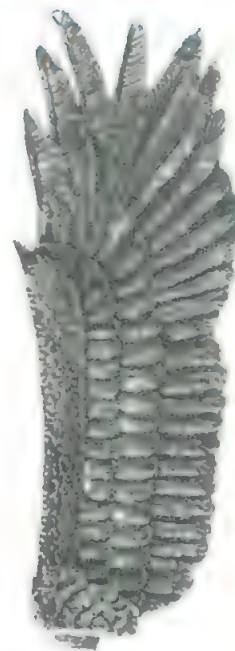
LEFT WING
0822/10

**GRIFFON BODY
LEFT SIDE**
0822/4

RIGHT CLAW
0822/6

**GRIFFON BODY
RIGHT SIDE**
0822/5

TAIL
0822/8

LEFT CLAW
0822/7
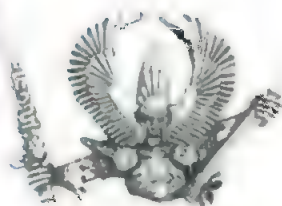
ELTHARION'S BODY
0822/1

ELTHARION'S LEGS
0822/2

Designed by Trish Morrison and Jes Goodwin
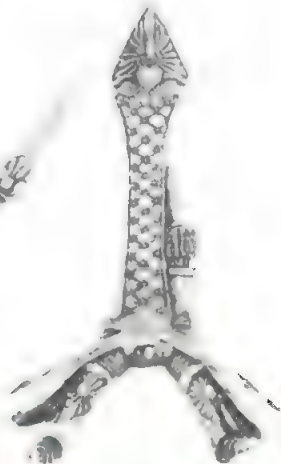
ORK BOSSES

THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERISK, ARE ALL SUPPLIED
WITH AN ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

DEATH SKULL
070669/6

**GRETCHIN
STANDARD BEARER***
070794/2
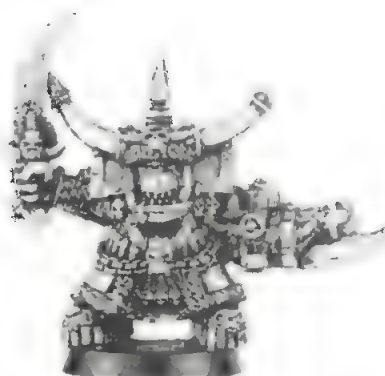
**WARLORD
GHAZGHKULL THRAKA***
070794/1

SNAKE BITE 2
070581/7
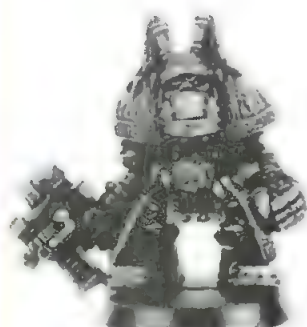
BAD MOON 1*
070669/4
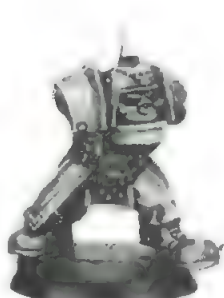
GOFF 3
070561/8

EVIL SUNZ 2
070561/10

BLOOD AXE 1*
070669/1

BAD MOON 2
070669/11

GOFF 1
070669/3

EVIL SUNZ 1
070669/5

BLOOD AXE 2
070561/9

EXAMPLES OF THE COMPLETED ORK BOSSES

Designed by Kev Adams

CITADEL
MINIATURES

ORK BOYZ

GOFFS

GOFF 1
070605/1

GOFF 2
070605/6

SNAKE BITES

SNAKE BITE 1
070605/8

SNAKE BITE 2
070605/7

BAD MOONS

BAD MOON 1
070605/16

BAD MOON 2
070605/14

BAD MOON 3
070605/13

BAD MOON 4
070605/26

BLOOD AXES

BLOOD AXE 1
070605/21

BLOOD AXE 2
070605/2

BLOOD AXE 3
070605/3

THESE MODELS ARE ALL SUPPLIED WITH AN ORK ARM SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.
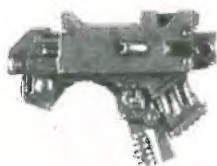
EXAMPLES OF THE COMPLETED ORK BOYZ.

Designed by Kev Adams

SPACE MARINES

SPACE MARINE DEVASTATORS
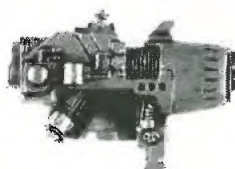
HEAVY BOLTER
070099/6

IMPERIAL LASCANNON
070099/5

MISSILE LAUNCHER
070099/4

**Mk7 SPACE MARINE
DEVASTATOR 1**
070099/2

HEAVY PLASMA GUN
0422/7

**Mk7 SPACE MARINE
DEVASTATOR 2**
070099/3

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A PLASTIC SPACE MARINE BACKPACK SPRUE.

EXAMPLES OF COMPLETED Mk7 SPACE MARINE DEVASTATORS

SPACE MARINES WITH SPECIAL WEAPONS

**SPACE MARINE
WITH FLAMER**
0819/4

**SPACE MARINE
WITH MELTA GUN**
0808/2

**SPACE MARINE
WITH PLASMA GUN**
CAT3/3

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE BACKPACK SPRUE.

Designed by Jes Goodwin and Norman Swales

CITADEL
MINIATURES

SPACE MARINES

**SPACE MARINE
MK2 'CRUSADE' ARMOUR**
070197/2

**SPACE MARINE
MK3 'IRON' ARMOUR**
070197/1

**SPACE MARINE
MK4 'MAXIMUS' ARMOUR**
070197/4

**SPACE MARINE
MK5 'HERESY' ARMOUR**
070197/3

**SPACE MARINE
MK6 ARMOUR 1**
070158/1

**SPACE MARINE
MK6 ARMOUR 2**
070158/2

**SPACE MARINE
MK6 ARMOUR 3**
70119/42

**SPACE MARINE
MK6 ARMOUR 4**
70119/43

**SPACE MARINE
MK7 ARMOUR 1**
070172/1

**SPACE MARINE
MK7 ARMOUR 2**
070172/2

**SPACE MARINE
MK7 ARMOUR 3**
0819/1

**SPACE MARINE
MK7 ARMOUR 4**
0819/2

**SPACE MARINE
MK7 ARMOUR 5**
0819/8

**SPACE MARINE
MK7 ARMOUR 6**
0819/7

**SPACE MARINE
MK7 ARMOUR 7**
0819/5

**SPACE MARINE
MK8 'ERRANT' ARMOUR**
070197/5

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A SPACE MARINE BOLTER AND BACKPACK SPRUE.

EXAMPLES OF COMPLETED MK7, MK6 AND MK3 SPACE MARINES.

Designed by Jes Goodwin

CITADEL
MINIATURES

AN ORK RAIDING PARTY CLASHES WITH A FORCE OF BLOOD ANGELS SPACE MARINES